Deluxe Edition
20
Gateway RPG
POLICE
Written by: Curt Simcox

GATEWAY RPG

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Illustrations: AI-Generated

Why AI Art? *Since its inception,* ***GATEWAY RPG*** *has been a passion project developed by a Solo creator and offered entirely for Free. As a one-person operation without a production budget, AI tools were utilized to provide a visual experience that would otherwise be financially impossible. My goal is to keep the game accessible to everyone without compromising on the atmosphere. I know this might deter people and that is ok, but at least it's out in the open with good intent.*

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This free rulebook is available for download at the following locations:

https://gatewayrpg.wordpress.com/

https://gatewayrpg.itch.io/gateway-rpg-rules

https://www.drivethrurpg.com/en/product/209636/gateway-the-free-d20-tabletop-roleplaying-game

For any questions about this game, please email: *gateway*rpg@yahoo.com

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A Short Dedication

To the Storytellers

To my **family and friends**, who provided the foundation. To my **players**, who provided the soul. And to **you**, who now carries the torch forward.

This book is dedicated to everyone who believes that a few dice, some paper, some pencils, and a group of friends can change the world, even if just for an evening.

Welcome to GATEWAY RPG!

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Chapter 1 - Introduction

Welcome to GATEWAY RPG

Imagine a world where a roll of the dice can decide the fate of states, kingdoms, or even galaxies. Your voice becomes the blade, the spell, or the cunning scheme that changes everything.

Welcome to **GATEWAY RPG**, a streamlined, story-first tabletop roleplaying game that lets you jump straight into the action without flipping through hundreds of pages.

Whether you're a **Newcomer** exploring the world of roleplaying games or a seasoned **Game Master (GM)** looking for a flexible, no-fuss system to bring your worlds to life, GATEWAY is your launchpad.

What Makes GATEWAY Different?

GATEWAY is a rules-lite roleplaying game inspired by the **classic d20 systems** like **Dungeons & Dragons®** and **Pathfinder®**, but without the baggage of endless charts or confusing mechanics.

It keeps the core ideas you love such as character stats, dice rolls, and thrilling combat, while trimming the rest to keep the game fast, fun, and focused on storytelling.

Some mechanics are based on the **D&D 5e SRD®** and are used under the **Open Gaming License** (see the **Legal section** at the back of this book).

What's the Purpose of GATEWAY?

This system was built with one mission in mind: to **make tabletop roleplaying more accessible**.

Whether you're brand new to tabletop RPGs or a GM tired of slogging through rulebooks, GATEWAY is designed to be **easy to learn**, **quick to play**, and **endlessly flexible**. It's the perfect system for:

- **One-shots and short campaigns**
- **Converting ideas from other systems**
- **Teaching new players the ropes**
- **Story-driven sessions that prioritize creativity over complexity**

If you prefer deep mechanics and rule mastery, this may not be the system for you. But even then, you might still enjoy how quickly it gets a story off the ground.

What Kinds of Stories Can I Tell?

Any kind you want!

From **High Fantasy** to **Grimdark Steampunk**, **Gritty Cyberpunk** to **Cosmic Horror**, **Modern Espionage Thrillers** to **Galaxy-Spanning Sci-Fi Space Opera**, GATEWAY RPG gives you the tools to tell any story in any setting. GMs/Players are not limited to swords and sorcery. If they can dream it, they can play through it.

Game Masters can easily homebrew rules or settings to fit their vision.

How Does a Game Session Work?

Here's how a typical session plays out:

1. **The Game Master (GM)** sets the scene, whether it's a dark alley, a monster-infested ruin, or a tense political negotiation.
2. **Players describe their characters' actions** in response, such as sneaking, fighting, talking, or investigating.
3. **Dice are rolled** to determine success or failure.
4. **The GM narrates the outcome**, and the story evolves naturally from there.
5. **Repeat** - every action leads to the next twist in the tale.

Gameplay typically flows through three main types of scenarios:

- **Exploration** (navigating the world or interacting with environments)
- **Social Interaction** (talking to NPCs, making decisions)
- **Combat** (structured encounters with clear goals and stakes)

How Do Players Make Characters?

Players build their characters around six classic traits: **Strength, Dexterity, Constitution, Intelligence, Wisdom,** and **Charisma**.

Traits influence everything from Skill Checks to Combat. Characters can have: **Proficiencies**, which grant **Advantage** on certain rolls and **Deficiencies**, which impose **Disadvantage**.

Full character creation rules are found in the **"Character Creation" section**. It's quick and simple, designed to get you into the game fast.

How Does the Dice System Work?

GATEWAY relies on the **d20 - the iconic twenty-sided die** - for everything from swinging swords, shooting guns, to negotiating with space aliens.

Players roll a d20 and add any relevant modifiers, and the GM explains what happens.

***Two key mechanics**:*

- **Advantage: Roll 2d20 and take the higher result** (used when your character is skilled or the situation is favorable)
- **Disadvantage: Roll 2d20 and take the lower result** (used in tough or unfavorable conditions)

Proficiencies and **Deficiencies** automatically trigger these effects. Advantage and Disadvantage do not stack. If both apply, they cancel each other out.

Damage, **Hit Points**, and **Spell Effects** are simplified or resolved narratively. There's minimal math, unless you add to it using "**Advance Play Variants"** seen further on. And yes, **Natural 20s** and **Natural 1s** still deliver that same thrill of triumph or dread of failure.

What's the GM's Role?

The Game Master (GM) is the heart of any GATEWAY RPG session. As the GM, they are the **storyteller**, **referee**, **world-builder**, and often the **voice** of every character and creature that the players encounter. They craft the stage, set the tone, and breathe life into the world, but they never control the story alone. Instead, they guide it, shaping and responding to the unpredictable actions of the players.

GATEWAY is designed to give GMs the **Freedom** they deserve. The system provides structure where it's needed, but never boxes a GM in. They are encouraged to **adjust rules**, **create new ones**, or **even toss some out entirely** if it helps the story flow better. There's no wrong way to play.

Chapter 2 - Character Creation

In the GATEWAY RPG system, creating a character starts with a simple conversation between the player and the Game Master (GM). Describe your character idea, keeping in mind the setting or theme of the game. The GM will guide you through the process, helping to assign appropriate proficiencies, deficiencies, traits, weapons, special abilities, and items by the end to the character sheet provided with the game.

Answering Character Questions

To shape your character, the GM can ask the players a few straightforward questions. These questions help determine the character's fit within the game's setting. This should be an open discussion to ensure the character aligns with the game's world and the player's vision.

Example Questions

- What race/species is your character?
- What type of character are you? A Knight, Sorcerer, Cowboy, Thief, Space Wizard, etc.
- What type of weapons do you use?
- What do you think your character excels in?
- What do they lack in?
- Do they have any special powers/abilities?
- What type of background do they come from?

Character Race, Archetype, and Abilities

Use your imagination to create characters that fit into a specific race and/or archetype based on the game setting and the GM's guidelines. From these descriptions, you can infer traits and abilities without needing a detailed list of what the character **can** or **cannot** do.

Character Archetype Example

If a player wants to play as a Half-Elf Wizard, the GM will ask a few questions to clarify the character's magical abilities. Based on the player's description of their preferred magic type, the game can proceed with the player rolling dice for the relevant Character Trait to determine if the spell is successfully cast. This approach keeps the process simple and focused on the narrative.

Scenario Example of Using Fire Magic

Our Half-Elf Wizard has chosen to specialize in Fire Magic. During their turn, they will describe the type of fire magic they are using, such as casting a fireball or creating a wall of flame. They will then roll their die/dice to determine the success of their spell. The exact mechanics for this process will be detailed in a later section.

Proficiency and Deficiency Traits

The Game Master (GM) and player will collaboratively decide which traits a character is Proficient or Deficient in. Each character will have at least one Proficiency and/or Deficiency in their traits, but this can vary based on the GM's discretion (see **"Character Traits"** to the right).

Proficiency grants an **Advantage** on dice rolls, while **Deficiency** imposes a **Disadvantage**. Players should mark a **"+"** next to **Proficient** traits and a **"-"** next to **Deficient** traits. Traits left unmarked will have neither Advantage nor Disadvantage. For more details on how these affect dice rolls, see the "**Advantage and Disadvantage Rules"** section in **"Playing the Game".**

Proficiency and Deficiency Options

- **"+" Proficiency** = A character is proficient in a trait, giving them Advantage on their rolls. They will roll a d20 **twice** and use the **HIGHER** roll.
- **"-" Deficiency** = A character is deficient in a trait, giving them Disadvantage on their rolls. They will roll a d20 **twice** and use the **LOWER** roll.
- **__ Neutral (Blank Trait)** = A character with neither Proficiency nor Deficiency will have **No Bonus** and will only roll a d20 **once, using** the result.

Character Traits

Each player's character is defined by six basic traits: **Strength**, **Dexterity**, **Constitution**, **Intelligence**, **Wisdom**, and **Charisma**.

These traits are used for **Ability Checks**, **Combat Actions**, **Magic Spell Casting**, and **Saving Throws** as detailed in the following chart.

Character Traits and Corresponding Abilities

- **Strength (STR)** = Athletics checks, Melee Combat, Strength Saving Throws
- **Dexterity (DEX)** = Turn Order in Battle (Initiative), Acrobatics, Sleight of Hand, Stealth, Hiding, Lock Picking, Piloting (Land, Air, Sea, Mech), Ranged Combat, Dexterity Saving Throws, Determines Armor Class
- **Constitution (CON)** = Constitution Saving Throws, Determines Hit Points
- **Intelligence (INT)** = Arcana, History, Investigation, Nature, Religion, Tech/Computer Use, Streetwise, Intelligence Saving Throws
- **Wisdom (WIS)** = Animal Handling, Insight, Medicine, Perception, Survival, Magic Spell Attacks, Casting Non-attack Magic Spells, Wisdom Saving Throws
- **Charisma (CHA)** = Deception, Intimidation, Performance, Persuasion, Charisma Saving Throws

Using Character Traits

Whenever GM asks the player's character to make a check for any skill, attack, or save, they will use the corresponding Character Trait. If they have Proficiency or Deficiency in that trait, they will follow the Proficiency and Deficiency rules for rolling the appropriate dice. These rolls can also be influenced by **Advantage** and **Disadvantage** *(see "**Playing the Game**" for more details).*

Other Character Creation Options

For faster or more detailed character creation, additional **Character Creation Variants** are provided further on. **Advanced Play Variants** are also available at the end of the book to enhance gameplay.

Ability Checks

Throughout the game, players will use various skills that correspond to the theme or setting. Here are some examples of how these skills can be applied:

Acrobatics
- Freeing yourself from being grappled by something or someone.
- Squeezing through tight spaces.
- Balancing on thin or fragile surfaces without falling.
- Landing on your feet after a fall.
- Tumbling.

Animal Handling
- Calming an unfriendly animal down.
- Controlling a friendly animal to do something.
- Teaching an animal new behaviors or tricks.

Arcana
- Recalling lore about magic items, creatures, and spells.
- Identifying a spell in a scroll, book, item, etc.
- Controlling a magic item or effect.
- Disarming magic traps.
- Identifying spells being cast by enemies.

Athletics
- Climbing.
- Grappling creatures.
- Navigating rough terrains, such as mud, without losing movement.
- Jumping a certain height or distance.
- Swimming in rough currents.

Tech/Computer Use
- Operating or understanding higher technology in the setting.
- Hacking a computer system.
- Implementing a virus into a computer system.
- Overriding or controlling something that is run by a computer.

Deception
- Lying.
- Disguising your emotions.
- Acting like you are dead.
- Passing yourself off as someone else.

History
- Recalling lore about families, events, places, or heraldry.
- Remembering important events in history.
- Telling when or where a certain item was made.
- Noticing a person's origins based on their looks or customs.

Insight
- Identifying whether someone is being deceitful or evasive in their answers.
- Noticing a person's intentions based on their actions.
- Determining if someone is following you rather than coincidentally going in the same direction.
- Understanding underlying messages or hidden meanings.

Intimidation
- Intimidating someone into doing what you want.
- Torturing someone to extract information or compliance.
- Taunting someone into acting violently.

Investigation
- Searching someone (dead or alive) or the surrounding area for clues or deductions that mere sight might miss.
- Seeing through illusions.
- Finding more information about rumors.
- Searching for specific information in a book.

Lock Picking
- Self-explanatory, picking a lock manually using some sort of tools.

Medicine
- Stabilizing someone who is injured or unconscious.
- Identifying symptoms of a specific disease in someone.
- Providing long-term medical treatment for injuries or illnesses.
- Understanding the body's limits regarding a certain physical activity.
- Knowing the dosages and uses for natural healing items, such as herbs or potions.

Nature
- Recalling lore about beasts, plants, terrain, types of vegetation, and weather patterns.
- Knowing the specific plants needed to create certain compounds or potions.
- Identifying poisonous or dangerous food items.
- Harvesting poisons from plants or beasts.
- Detecting unusual or abnormal weather changes.

Perception
- Spotting or hearing hidden threats.
- Recognizing someone from far away.
- Noticing minute details.
- Identifying a source of a noise.

Performance
- Singing.
- Dancing.
- Telling stories.
- Delivering a good speech.

Persuasion
- Convincing someone to do what you want.
- Knowing how to behave appropriately in a given social setting.
- Flattering someone effectively.
- Seducing someone.

Religion
- Recalling lore about deities, temples, or rituals.
- Performing a ritual
- Understanding what actions or behaviors would be offensive to a certain faith.

Sleight of Hand
- Stealing from people without being noticed.
- Placing something on someone without being noticed.
- Concealing belongings on your person.
- Performing gestures or passing messages without being noticed.

Stealth
- Hiding.
- Moving without being heard.
- Blending into a crowd.
- Following someone without being detected.

Survival
- Tracking creatures or people.
- Protecting yourself from weather or terrain hazards, such as sunburn and mosquitoes.
- Finding water in the wild.
- Determining directions, such as knowing which way is North.

Streetwise
- Recalling information about an underground or criminal organization.
- Recalling information about a city or urban environment.

Character Creation Variants

In most roleplaying games, players have several options for determining their character's stats. These stats are then assigned to the **Six Base Character Traits** (Strength, Dexterity, Constitution, Intelligence, Wisdom, Charisma) according to the player's choice. The methods for generating stats typically include:

- **Rolling Stats:** Rolling dice to randomly determine each stat.
- **Point Buy (Buying Stats):** Using an allotted number of points to purchase stats.
- **Standard Array:** Using a pre-determined set of stats.

Further on you will find variations on how players can build characters using RPG standards, rather than having the Game Master assign Proficiencies and Deficiencies based on the player's chosen archetype.

Note: It is possible to create "unbalanced" characters, such as having all Proficiencies or all Deficiencies.

Option 1: Rolling Stats

Roll a d20 six times and record the outcomes. Consult the provided table to determine if each result corresponds to a Proficiency or Deficiency. Then the player has the flexibility to allocate these outcomes to the Character Traits as they see fit.

- **1-7 = Deficiency Trait**
- **8-14 = Neutral Trait**
- **15-20 = Proficiency Trait**

Rolling Stats Example

STR: 15 = Proficiency
DEX: 3 = Deficiency
CON: 6 = Deficiency
INT: 18 = Proficiency
WIS: 11 = Neutral
CHA: 13 = Neutral

Option 2: Point Buy

Each player is given **7 Points** to allocate among Traits. They can then arrange the points however they like across the 6 Base Traits. Assigning 0 points to a Trait will result in a default of **Deficiency** in that Trait.

- **Deficiency Trait = 0 Points**
- **Neutral Trait = 1 Point**
- **Proficiency Trait = 2 Points**

Point Buy Example

STR: 2 = Proficiency
DEX: 1 = Neutral
CON: 0 = Deficiency
INT: 1 = Neutral
WIS: 1 = Neutral
CHA: 2 = Proficiency

Option 3: Standard Array

This option is the most straightforward. Each player is granted the choice of **1 Proficiency** and **1 Deficiency** to allocate among the 6 Base Traits. The remaining traits will remain as **Neutral Traits**.

Standard Array Example

STR: Proficiency
DEX: Deficiency
CON: Neutral
INT: Neutral
WIS: Neutral
CHA: Neutral

Weapons

Characters have access to a diverse array of weapons for close combat or ranged attacks. To maintain simplicity and a rules-lite approach, these weapons are categorized into three main types of attacks: **Melee**, **Ranged**, and **Magic Attacks**.

*(*Additional bonuses and modifiers can be applied, as detailed in the **"Character Advancement Options"** section.)*

Melee Combat Attacks = Strength Trait
Swords, Daggers, Axes, Katana, Clubs, Laser swords (aka lightsabers), etc.

Ranged Combat Attacks = Dexterity Trait
Crossbows, Longbows, Short bows, Muskets, Pistols, Lasers, Rifles, etc.

Magic Attacks = Wisdom Trait
Fireballs, Lightning, Charm, etc.

Versatile Melee Weapons (Optional)

Occasionally, a weapon may allow the use of the Dexterity Trait instead of Strength when making a Melee Attack. These weapons, known as "**Finesse Weapons**", include items like rapiers, laser swords (aka lightsabers), or katanas.

Game Masters and players can collaborate to determine if a character's weapon can be considered **Versatile**. In such cases, players should mark the weapon on their character sheet to indicate that they should roll their Dexterity Trait when making an attack.

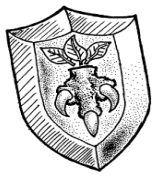
Weapon Damage

To maintain simplicity, each weapon attack will deal a **Fixed Amount of Damage** starting as low as **1 Damage**. No additional dice rolls will be required to calculate weapon damage. ***Exception** - unless modified by a **Critical Hit** or another **Modifier** assigned by the GM, see "**Playing the Game" section further on.***

Alternatively, GMs can choose to use the **Advanced Damage Values** located in **"Chapter 5 Advanced Play Variants"** to add dice rolls to calculate damage.

Armor Class (AC)

Armor Class (AC) represents the difficulty of successfully landing an attack on a character or vice versa. A character's Armor Class is influenced by their **Proficiency** or **Deficiency** in the **Dexterity Trait**. After Character Creation, players can use the following guidelines to calculate their AC:



"+" Proficiency = 14 AC

"-" Deficiency = 10 AC

__ Neutral (Blank Trait) = 12 AC

Bonuses or **Modifiers** to the Armor Class can be added when acquiring new armor or for other reasons determined by the Game Master. *(See **"Character Advancement Options"** for more details)*

Hit Points (HP):

Hit Points (HP) represent a character's resilience and ability to withstand damage before succumbing to defeat. Think of HP as a measure of a character's overall health and vitality.

In line with GATEWAY's fast-paced and simplistic approach, Hit Points (HP) will be kept low.

However, the Game Master has the flexibility to increase HP and Damage values to add challenge or to advance characters in longer campaigns. *(*See **"Character Advancement Options"** for more details.)*

Alternatively, GMs can choose to use the **Alternative Hit Points** located in **"Chapter 5 Advanced Play Variants."**

Calculating Hit Points

A character's **Constitution** is the primary Base Trait that determines their **Hit Points**. After Character Creation, players can use the following guidelines to calculate their HP:

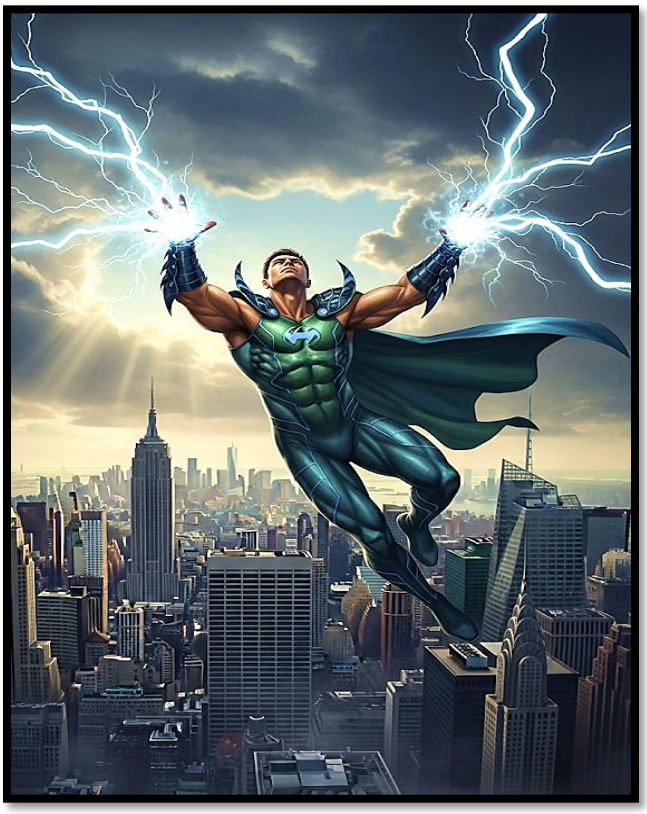
- **Deficiency Trait** = 3 Hit Points
- **Neutral Trait** = 4 Hit Points
- **Proficiency Trait** = 5 Hit Points

Special Abilities

Special Abilities can be defined during Character Creation or developed as the game progresses. A basic example of a special ability is spellcasting. This special ability allows players to describe the spells they cast in general terms, or the GM and player can collaborate to invent spells and mechanics as needed.

However, it is important to keep in mind that adding detailed and complex rules goes against the spirit of this game.

(*The Game Master has the final say and can designate specific mechanics to be used only as **Actions** or **Bonus Actions**, as outlined in the **"Playing the Game"** section.)



Basic Special Ability Examples

- **Fire Magic** - the player can summon fire at will. They can generate small fireballs as attacks during combat.
- **Multi-Attack** - Each combat turn, a player can make an extra Attack Action**.**
- **Sense Danger** - The player has advantage on initiative rolls and cannot be surprised by creatures that use stealth.
- **Multi-Shot** - Each combat turn, a player can choose up to 2 targets within range and make an attack roll against both.
- **Master of Disguise** - The player has advantage on Deception checks made to impersonate someone else. They can perfectly mimic voices they have heard for at least one minute.
- **Ghost Walk** - Once per long rest, as an action, a player can become incorporeal for one turn, allowing them to move through objects and creatures. They cannot attack or be attacked while in this state.
- **Flight** - at will, the player can fly their normal movement speed per turn.
- **Voice of Command** - As a bonus action, a player can command one ally within 30 feet to use their reaction to move up to half their speed.
- **Stone Skin** - Double the amount of HP a character starts with. At each level give double the amount of HP given.
- **Resourceful Scavenger** - When searching for supplies in a desolate area, the player has a higher chance of finding useful items.
- **Iron Will** - The player has advantage on saving throws against mind-altering effects or attempts to control their actions.
- **Empathic Sense** - The player can sense the general emotional state (e.g., angry, sad, joyful) of creatures within 30 feet.

High Fantasy Character Example

Dag “Strong in the Arm”

Level 1 - Dwarf Barbarian

Barbarians excel in combat prowess but may lack intellectual abilities. To reflect this, the Game Master could grant the player's character **Proficiency** in the **Strength Trait**, representing their physical prowess, while assigning **Deficiency** in the **Intelligence Trait**, reflecting their limited aptitude for intellectual pursuits.

Base Traits

- **Strength = “+” Proficient**
- Dexterity = Neutral
- Constitution = Neutral
- **Intelligence = “-” Deficient**
- Wisdom = Neutral
- Charisma =Neutral

Armor Class = **DEX is Neutral = 12 AC**

Hit Points = **CON is Neutral = 4 HP**

Weapons = Great Axe **(Melee and STR Proficiency)**

Space Opera Character Example

Duke Starslayer

Level 1 - Human Space Wizard

Space Wizards are renowned for their mastery of laser swords (aka lightsabers) and their unique abilities through "The Force." In line with this archetype, the Game Master might assign them **Proficiency** in the **Dexterity (AC) Trait,** representing their agility and skill in combat, and the **Wisdom (Magic)Trait**, reflecting their attunement to the mystical powers of The Force.

However, due to their focus on finesse and magical abilities rather than physical resilience, the Game Master could also assign them a **Deficiency** in the **Constitution (HP) Trait**, indicating their lower endurance and durability in combat situations.

Base Traits

- Strength = Neutral
- **Dexterity = “+” Proficient**
- **Constitution = “-” Deficient**
- Intelligence = Neutral
- **Wisdom = “+” Proficient**
- Charisma = Neutral

Armor Class = **DEX is Proficient = 14**

Hit Points = **CON is Deficient = 3 HP**

Weapons = Laser Sword **(Versatile DEX Proficiency**

Character Advancement Options

As a game progresses beyond a single session, players may grow attached to their characters and seek opportunities for advancement. Here are several options that Game Masters can incorporate to provide characters with a boost:

- **Add Modifiers:** Grant +1, +2, or other bonuses to Weapons, Damage output, Armor Class, Hit Points, or other specific Skills. These modifiers can be acquired through items obtained during gameplay, and players add them to their d20 rolls.

- **Grant Proficiency or Deficiency to Items:** Weapons, Armor, or other items can provide Proficiency or Deficiency in certain skills or abilities.

  For example, a magical item may grant Proficiency in Charisma (Intimidation) Checks due to its demonic energy.

- **Awarding Proficiency:** Allow characters to gain Proficiency in a non-proficient Character Trait. Or add a **Proficiency Bonus** of +1 to All Proficient dice rolls.

- **Introduce New Special Powers or Abilities**: For example, a magic user who primarily casts Fire spells may gain the ability to cast Water spells.

- **Upgrade to "Advanced Play Variants":** These variants assign Proficiencies and Deficiencies to specific Abilities, Saving Throws, and Attacks rather than Character Traits. For instance, a character may be proficient in intimidating an enemy (CHA), but deficient in persuading them (also CHA). This adds customization to characters without overly complicating the game. *(*See the **"Advanced Play Variants"** section for more details.)*

- **Basic Level Up System (Optional)**
  In this optional leveling system, players advance from level 1 to level 20 by gaining experience points (XP) through various in-game activities such as combat, completing quests, and roleplaying, or by simply playing a set number of sessions. Each level up provides specific rewards, including increases to hit points (HP), skill modifiers, attack bonuses, and the acquisition of new abilities and spells.

  (See the Level Up Tables on the Next Page)

Experience Points (XP) or Session Milestones

Level	Total XP Required	Sessions Played
1	0	0
2	200	2
3	600	4
4	1,400	6
5	3,000	8
6	6,000	10
7	10,000	12
8	15,000	14
9	21,000	16
10	28,000	18
11	36,000	20
12	45,000	22
13	55,000	24
14	66,000	26
15	78,000	28
16	91,000	30
17	105,000	32
18	120,000	34
19	136,000	36
20	153,000	38

Standard Rules Level Up Rewards

Level	Rewards
1	• Choose Archetype & Traits • HP Based on Constitution • Pick starting Special Abilities or Spells
2	• +1 to one Character Trait • +2 HP • Learn one new Special Ability or Spell
3	• +1 to one Skill Modifier • +2 HP • Improve Attack Bonus by +1
4	• +1 to one Character Trait • +2 HP • Learn one new Special Ability or Spell
5	• +1 to All Proficient Rolls • +3 HP • Learn a Powerful Special Ability or Spell
6	• +1 to one Skill Modifier • +3 HP • Improve Attack Bonus by +1
7	• +1 to one Character Trait • +3 HP • Learn one new Special Ability or Spell
8	• +1 to one Skill Modifier • +3 HP • Improve Attack Bonus by +1
9	• +1 to All Proficient Rolls • +3 HP • Learn a Powerful Special Ability or Spell
10	• +1 to one Character Trait • +3 HP • Improve Attack Bonus by +1
11	• +1 to one Skill Modifier • +3 HP • Learn one new Special Ability or Spell
12	• +1 to one Character Trait • +3 HP • Improve Attack Bonus by +1
13	• +1 to All Proficient Rolls • +4 HP • Learn a Powerful Special Ability or Spell
14	• +1 to one Skill Modifier • +4 HP • Improve Attack Bonus by +1
15	• +1 to one Character Trait • +4 HP • Learn one new Special Ability or Spell
16	• +1 to one Skill Modifier • +4 HP • Improve Attack Bonus by +1
17	• +1 to All Proficient Rolls • +4 HP • Learn a Very Powerful Special Ability or Spell
18	• +1 to one Character Trait • +4 HP • Improve Attack Bonus by +1
19	• +1 to one Skill Modifier • +4 HP • Learn one new Special Ability or Spell
20	• +1 to one Character Trait • +4 HP • Mastery: Learn a signature ability or spell that defines your character's ultimate power.

Level Up System - Special Notes

- **Abilities and Spells**: Abilities and spells learned at higher levels should scale in power, becoming more impactful and reflecting the character's growth.
- **Customization**: Game Masters can customize rewards to better fit the narrative and the specific class or role of the character.
- **Flexibility**: Players and GMs are encouraged to tailor these guidelines to best fit their campaign and storytelling needs.

This optional level-up system ensures that characters steadily progress in power and capability, offering new and exciting abilities while enhancing their existing skills and attribute.

Chapter 3 - Playing the Game

Gameplay in GATEWAY follows the standard format of tabletop roleplaying games, as outlined in the introduction of this book. The Game Master establishes the scene and engages with players in **Exploration**, **Social Interaction**, or **Combat** scenarios as appropriate.

Players take turns describing their actions and intentions to the Game Master. If the Game Master determines that a check is necessary to determine the success or failure of a player's action, they ask the player to roll the corresponding Character Trait for the action.

The Game Master also sets an appropriate **Difficulty Class (DC)** for the player to roll **equal** to or **higher** than to achieve success.

These rules apply to various situations, including **Attacks**, **Ability checks**, **Spellcasting**, **Special Abilities**, **Contested Checks**, **Combat Turn Order**, and **Saving Throws**.

Difficulty Class (DC)

Calculating a DC (Difficulty Class) involves assigning a single number that represents the challenge level of a task. Here are general guidelines the Game Master will use for determining the DC:

- **Simple (2 to 5):** A task that even a child could accomplish.
- **Easy (6 to 10):** A task that requires some skill but is not difficult.
- **Moderate (11 to 15):** A task that requires significant skill to complete.
- **Hard (16 to 19):** A task that is very challenging, even for skilled individuals.
- **Near Impossible (20):** A task that is almost impossible to achieve.

Difficulty Class Example

Dag, the Barbarian from character creation, wants to intimidate a tavern keeper using his imposing presence and forceful words. The Game Master decides that intimidating the weak tavern keeper is an easy task, setting the DC at 8.

Dag has a **Neutral Charisma Trait**, which covers the Intimidate skill. This means he rolls a d20 once and uses the result.

Dag rolls a **10**, which is higher than the DC of **8**, so he succeeds. The Game Master narrates that the tavern keeper is visibly shaking, clearly intimidated by Dag, and reluctantly offers him the ale at a discounted price.

Ability Checks

Whenever a player's character attempts to perform an action related to one of their Skill Traits, they will roll a d20 for the Character Trait associated with that skill. The player needs to meet or exceed the Difficulty Class (DC) set by the Game Master to succeed.

Contested Rolls

In situations where players are in a **"Contested Roll,"** they will compete against another character or NPC.

This could involve **Grappling** with a creature (an opposed Strength contest) or trying to **Deceive** an NPC (an opposed Persuasion vs. Insight check).

In these cases, the player rolls the appropriate Character Trait, and the Game Master rolls for the NPC using the relevant trait. The higher roll determines the winner.

Saving Throws

If a character or non-player character/monster encounters a condition, such as blindness, the Game Master may require them to roll an appropriate "Saving Throw." The Game Master sets a Difficulty Class (DC), and if the character fails to meet or exceed this DC, they are affected by the condition. Depending on the condition, the Game Master may also require a player to make a Saving Throw on subsequent turns for the player to remove the condition.

Saving Throw Conditions

Conditions such as being ***Blinded, Charmed, Deafened, Poisoned, Grappled, Stunned, Frightened, Deafened, etc.*** are good examples of what players would need to make a Saving Throw against.

These conditions in GATEWAY can affect characters in various ways, impacting their abilities and actions. Here are some basic rules for handling common conditions:

Blinded

- **Effect:** A blinded character cannot see, which means any attack rolls they make are at a disadvantage, and attack rolls against them are at an advantage.
- **Saving Throw:** Dexterity or Wisdom, as determined by the GM.
- **Duration:** Until the end of the character's next turn, or until they succeed on the saving throw, whichever comes first.

Charmed

- **Effect:** A charmed character cannot attack the charmer or target the charmer with harmful abilities or magical effects. The charmer has an advantage on any ability check to interact socially with the charmed character.
- **Saving Throw:** Wisdom.
- **Duration:** 1 minute, or until the character succeeds on the saving throw

Deafened
- **Effect:** A deafened character cannot hear, which means they automatically fail any ability check that requires hearing.
- **Saving Throw:** Constitution.
- **Duration:** Until the end of the character's next turn, or until they succeed on the saving throw, whichever comes first.

Falling Prone
- **Effect:** A prone character's only movement option is to crawl unless they stand up and thereby end the condition. The character has **disadvantage** on attack rolls. An attack roll against the character has **advantage** if the attacker is within 5 feet. Otherwise, the attack roll has **disadvantage**.
- **Saving Throw:** No saving throw is typically required to stand up from falling prone.
- **Duration:** it requires half the character's movement speed to stand.

Frightened
- **Effect:** A frightened character has disadvantage on ability checks and attack rolls while the source of their fear is within line of sight. They cannot willingly move closer to the source of their fear.
- **Saving Throw:** Wisdom.
- **Duration:** 1 minute, or until the character succeeds on the saving throw, whichever comes first.

Grappled
- **Effect:** A grappled character's movement speed becomes 0, and they cannot benefit from any bonus to their speed.
- **Saving Throw to Escape:** Strength or Dexterity, contested by the grappler's Strength (Athletics) check.
- **Duration:** Until the grapple ends, either by the character succeeding on the saving throw, or the grappler releasing them willingly.

Paralyzed
- **Effect:** A paralyzed character is incapacitated and cannot move or speak. They automatically fail Strength and Dexterity saving throws. Attack rolls against the character have advantage, and any attack that hits the character is a critical hit if the attacker is within 5 feet.
- **Saving Throw:** Constitution.
- **Duration:** 1 minute, or until the character succeeds on the saving throw, whichever comes first.

Poisoned
- **Effect:** A poisoned character has disadvantage on attack rolls and ability checks.
- **Saving Throw:** Constitution.
- **Duration**: 1 minute, or until the character succeeds on the saving throw, whichever comes first.

Restrained
- **Effect:** A restrained character's speed becomes 0, and they cannot benefit from any bonus to their speed. Attack rolls against the character have advantage, and the character's attack rolls have disadvantage. The character has disadvantage on Dexterity saving throws.
- **Saving Throw:** Strength or Dexterity, contested by the restraining effect.
- **Duration:** Until the restraint ends, either by the character succeeding on the saving throw, or the restraining effect being removed.

Stunned
- **Effect:** A stunned character is incapacitated, cannot move, and can speak only falteringly. The character automatically fails Strength and Dexterity saving throws. Attack rolls against the character have advantage.
- **Saving Throw:** Constitution.
- **Duration:** Until the end of the character's next turn, or until they succeed on the saving throw, whichever comes first.

Unconscious
- **Effect:** An unconscious character is incapacitated, cannot move, or speak, and is unaware of their surroundings. The character drops whatever they are holding and falls prone. The character automatically fails Strength and Dexterity saving throws. Attack rolls against the character have advantage, and any attack that hits the character is a critical hit if the attacker is within 5 feet.
- **Saving Throw:** None while the character remains unconscious.
- **Duration:** Until the character regains consciousness, typically by receiving healing, finishing a long rest, or being otherwise revived.

Advantage and Disadvantage Rules

Sometimes an ability check, attack roll, or saving throw is influenced by special circumstances known as **Advantage** and **Disadvantage**. Advantage reflects favorable conditions, while Disadvantage reflects unfavorable ones. When a player has either Advantage or Disadvantage, they roll a second d20 alongside their original roll.

- **Advantage:** Use the higher of the two rolls.

- **Disadvantage:** Use the lower of the two rolls.

Examples:
- With Disadvantage, if a player rolls a 17 and a 5, they use the 5.

- With Advantage, if a player rolls a 17 and a 5, they use the 17.

Proficiency Interactions

If a player has **Proficiency** (which grants them Advantage), and a situation imposes **Disadvantage** on their roll, the two cancel each other out, resulting in a **Neutral roll** (rolling 1d20).

Double Advantage or Disadvantage

Double Advantage or Disadvantage does not stack to allow more dice rolls. Instead, apply a simple modifier:

- **Double Advantage: Add +1 to the roll.**
- **Double Disadvantage: Subtract -1 from the roll.**

This ensures that even with compounded circumstances, the game remains streamlined and straightforward. The following guidelines can be followed:

Advantage and Disadvantage Guidelines

- **Proficiency (+) Trait with Advantage**
  - **Roll**: 2d20, take the highest number rolled, and add +1 to the total.
  - **Explanation**: This represents a skilled character with favorable circumstances.
- **Proficiency (+) Trait with Disadvantage**
  - **Roll:** 1d20, take the number rolled.
  - **Explanation:** The disadvantage cancels out the proficiency advantage, resulting in a normal roll.
- **Neutral (Blank) Trait with Advantage**
  - **Roll**: 2d20, take the highest number rolled.
  - **Explanation**: A neutral character with favorable circumstances.
- **Neutral (Blank) Trait with Disadvantage**
  - **Roll**: 2d20, take the lowest number rolled.
  - **Explanation**: A neutral character with unfavorable circumstances.
- **Deficiency (-) Trait with Advantage**
  - **Roll**: 1d20, take the number rolled.
  - **Explanation**: The advantage cancels out the deficiency disadvantage, resulting in a normal roll.
- **Deficiency (-) Trait with Disadvantage**
  - **Roll**: 2d20, take the lowest number rolled, and subtract -1 from the total.
  - **Explanation**: This represents an unskilled character with unfavorable circumstances, making success harder to achieve.

Critical "Successes" and "Fails"

When a player rolls a **natural 20** or a **natural 1** on a d20 without any modifiers, these are considered **Critical Successes (20)** and **Critical Fails (1)**, respectively.

Critical Success (Natural 20):

- **Effect:** Achieving the impossible, gaining a bonus, or Advantage on the next roll.
- **Game Master's Role:** The GM should take extra time to narrate the scenario, emphasizing the excitement and significance of success.

  This can result in extraordinary accomplishments, unexpected boons, or other positive outcomes.

Critical Fail (Natural 1)

- **Effect:** Failing even the simplest task, receiving a penalty, or Disadvantage on the next roll.
- **Game Master's Role:** The GM should describe the scenario in a way that adds tension and consequence. This could mean a spectacular failure, an unintended negative outcome, or other detrimental effects.

Note: These rules are meant to add drama and excitement to the game, making moments of extreme success or failure memorable. "Critical Hits" in combat will be detailed further on in the rules.

Initiative and Combat Rounds

Before engaging in combat, the Game Master establishes the order in which characters and non-player characters/monsters will act through an **Initiative Roll**.

- **Initiative Roll:** Each player rolls their **Dexterity Trait (Initiative Order Check)**, sorting the initiative order from highest to lowest. The GM repeats this process for NPCs or monsters.
- **Combat Rounds**: Combat proceeds in rounds, beginning with the participant with the **highest Initiative Number**. Each round provides opportunities for characters to act strategically.

Actions in Combat

During their turn in combat, each character can perform a series of actions:

- **Move Action**: Move up to a maximum distance, typically around 30 feet.
- **Primary Action**: Perform a single significant action, such as attacking, casting a spell, or interacting with objects.
- **Bonus Action**: Execute a quick action, typically granted by certain abilities, spells, or items.

Characters must carefully consider their actions to maximize their effectiveness in battle, contributing to the dynamic and strategic nature of combat encounters.

Primary Action Options

- **Attack**: Make an attack against an enemy.
- **Dash**: Move again up to the same distance as the first move action.
- **Interact with an object**: Manipulate or use an object in the environment.
- **Cast a Spell or use a Special Ability**: Perform a magical or special action as defined by the character's abilities.
- **Hide**: Attempt to conceal yourself from enemies.
- **Search**: Look for something specific in the environment.
- **Ready an Action**: Delay your action until a specified trigger occurs, then perform the chosen action.
- **Grapple**: Engage in a Strength Skill Contest to restrain an enemy.
- **Escape from being Grappled**: Use a Strength Skill Contest to break free from a grapple.
- **Declare a Dodge**: Impose a Deficiency or Negative modifier (GM's choice) on all attacks against you until your next turn.
- **Help on another player's turn**: Aid another player granting the target Proficiency or a Positive modifier on their next Primary Action.
- **Improvise**: Describe a unique action to the GM to see if it can be performed. Creativity is encouraged! *(*GM's see **"Rule of Cool" section)***

Bonus Action Options

- **Interact with an object**: Manipulate or use an object as a quick action.
- **Switch Weapons**: Change to a different weapon.
- **Talk to someone during combat**: Communicate with allies or enemies.
- **Special Abilities**: Use abilities that specify they can be performed as a bonus action, such as:
  - **Cast a Spell**: Use a spell that can be cast as a bonus action.
  - **Attack a second time**: Make an additional attack if the character has an ability that allows it.
  - **Use an Item**: Quickly use a potion or other item.
- **Any other Minor action**: Perform any minor action approved by the Game Master.

Combat Example

***Scenario**: Duke Starslayer, the space wizard, is facing two space marines who are about 30 feet away. Duke is proficient with his Dexterity Trait and wants to move and attack one of the space marines using his versatile Laser sword, which allows a Dexterity-based attack.*

***Duke's Turn**:*

1. ***Move Action**:*
    - *Duke uses his Move Action to close the 30 feet distance to engage with one of the space marines.*

2. ***Primary Action**:*
    - *Duke makes a Melee Attack with his Laser sword. Being proficient in Dexterity, he rolls the d20 twice and takes the higher result.*
    - *Duke rolls an 18 on the higher roll.*
    - *The GM checks the space marine's Armor Class and determines that Duke's attack hits.*
    - *The GM decides that the hit is fatal, and the space marine is killed.*

3. ***Bonus Action**:*
    - *Duke chooses not to use his Bonus Action and waits until the next turn.*

***GM Note**: Describing combat should be more dynamic and engaging than the basic mechanics outlined above. The GM should narrate actions vividly to enhance the storytelling experience. For example:*

***Narration Example**: "Duke Starslayer sprints across the battlefield, his eyes fixed on the two space marines who brace themselves for his assault. With a swift motion, he draws his Laser sword, its blade humming with energy. As he closes in, he slashes at the space marine on his left, the blade cutting through the air with precision. The Laser sword meets its mark, severing the trooper's head cleanly. Smoke rises from the cauterized wound as the body collapses in front of the stunned comrade. Duke stands ready, the glow of his weapon casting a fierce light on the remaining foe."*

Combat Damage

Each player's combat attack will only inflict **1 Point of Damage** on a successful hit. For balance, the Game Master will also have Non-Player Characters (NPC's) and Monsters will also follow the same damage values.

As gameplay progresses, the Game Master can introduce better weaponry or abilities that increase damage. Similarly, enemies can be given higher damage outputs to maintain a balanced challenge. *(See the **Add Modifiers in the "Advanced Characters' section in the previous Chapter**)*

Alternatively, if players and the GM want to have a more customization over **Damage Output** and **Hit Points,** they can refer to the **"Advanced Play Variants" section** further on.

Critical Hits

Rolling a **"Natural 20"** on the die during an Attack action will automatically deal a Critical Hit.

A Critical Hit results in dealing **Double Damage** to the target.

Critical Failure

Rolling a "**Natural 1"** on the die during an Attack action will automatically result in a **Critical Failure**,

A Critical Failure means the attack automatically misses the target. The Game Master can then impose additional penalties on the player's character such as:

- Dropping their weapon.
- Falling Prone
- Suffering a Disadvantage roll on their next attack.

Reaching "0" Hit Points

When a player's Hit Points (HP) drop to 0 or below, they enter a **Dying State**. In this state, the player must succeed on **three Death Saving Throws** to stabilize and return to **1 HP**.

- At the start of each turn while dying, the player must use all their actions to roll a d20. Rolling a **10 or higher** is a **success**; rolling **below 10** is a **failure**.
- Three successes allow the player to return to 1 HP on their next turn.
- Three failures result in the character's death.
- Rolling a **Natural 20** counts as **two Successes**, while rolling a **Natural 1** counts as **two Failures**.

If the player is **Hit** or **Loses HP** while in the Dying State, they automatically suffer **one Failure**. Another player can restore them to 1 HP or more instantly through healing methods such as magic, medicine, or potions.

***Instant Death Exception**: A Character dies instantly if a single source of damage reduces it to 0 hit points and the remaining damage equals or exceeds its hit point maximum.*

Recovering Hit Points

Players can recover HP through healing potions, healing magic, medical aid or naturally by taking rests.

- **Short Rest (1 hour in-game):** Each player automatically recovers half of their maximum HP (rounded down).
- **Long Rest (8 hours in-game):** Each player fully restores their HP.

Note: **Multiple Short Rests** do not grant additional HP recovery unless combat or damage (from traps/enemies) occurs between rests.

Using Miniatures (Optional)

While many Tabletop Roleplaying Games rely on the imaginative "Theater of the Mind" approach, some Game Masters (GMs) prefer using miniatures for combat or other scenarios. If miniatures are used, the following conversions can be applied:

- On a 1-inch square grid playmat or a hex board, each space represents 5 feet for determining size, movement, or range.
- The GM can adjust the scale of the squares/hexes according to the size or scope of the characters and combats.

Example: If characters are in giant robots and fighting other large robots or creatures, the GM might increase the distance represented by each square/hex to more than 5 feet to better reflect the scale of the scenario.

Size

Game Masters (GMs) and players can use the following guidelines to determine a character's size in feet and the corresponding size of a miniature on a grid or hex board:

Size	Feet	Squares	Hex
Tiny	2 feet and below	1 square	1 hex
Small	2-4 feet	1 square	1 hex
Medium	4-8 feet	1 square	1 hex
Large	8-16 feet	2x2 squares	3 hex
Huge	16-32 feet	3x3 squares	7 hex
Gargantuan	32-64 feet	4x4 squares	12 hex
Colossal	64 feet and above	5x5 squares	19 hex

Movement Speed

In GATEWAY, the standard base movement speed for any **medium-sized character** is **30 feet per turn**. Game Masters (GMs) can adjust the movement speed for characters and NPCs based on their size or other factors. Below are the average movement speeds for different sizes:

Size	Feet
Tiny	20 ft
Small	25 ft
Medium	30 ft
Large	40 ft
Huge	50 ft
Gargantuan	60 ft
Colossal	70 ft

Attack Range

Using the 5-foot per square/hex standard, GMs and players can calculate the range for attacks as follows:

Range	Square/Hex/Feet
Melee	1 square/hex (within 5 feet)
Short	2-6 squares/hexes (10-30 feet)
Medium	7-12 squares/hexes (35-60 feet)
Long	13-24 squares/hexes (65-120 feet)
Extended	25+ squares/hexes (125+ feet)

If you are not using miniatures, simplify the game mechanics by narrating the type of range a player character or NPC is in:

Range	Narrated As
Melee	Within arm's reach, close combat
Short	Nearby, easily within a few steps
Medium	Moderate distance, requiring some movement to reach
Long	Far away, typically requiring significant movement to close the distance
Extended	Very far, often at the edge of visibility or beyond

These guidelines help standardize movement and attack ranges, making it easier to manage combat and other actions within the game.

Basic Vehicle Rules

In GATEWAY, vehicles can add an exciting layer to your adventures, whether you are racing through city streets, navigating treacherous terrain, or engaging in high-speed chases. Here are some basic rules to help you incorporate vehicles into your game.

Vehicle Stats

Each vehicle has a set of stats like characters. The primary stats for vehicles include:

- **Speed:** The maximum distance a vehicle can travel per turn.
- **Handling:** Modifies the driver's skill checks for difficult maneuvers.
- **Armor Class (AC):** How hard it is to hit the vehicle.
- **Hit Points (HP):** The amount of damage the vehicle can take before becoming inoperable.
- **Weapons/Damage:** If the vehicle is equipped with a weapon and the damage output it can deal.

Example Vehicle Stats

- **Horse-Drawn Carriage**
  Speed: 40 ft
  Handling: +0
  AC: 12
  HP: 4
- **Motorcycle**
  Speed: 80 ft
  Handling: +2
  AC: 14
  HP: 3
- **Car**
  Speed: 60 ft
  Handling: +1
  AC: 15
  HP: 5
- **Tank**
  Speed: 30 ft
  Handling: -1
  AC: 18
  HP: 8
  Weapon: Cannon
  Damage: 3 per hit

Operating Vehicles

Driving Check: When performing a difficult maneuver or when driving in hazardous conditions, the driver must make a Driving Check. This is typically a Dexterity check modified by the vehicle's Handling stat.

- **Speed and Movement**: Vehicles have a set Speed stat, representing the maximum distance they can move in a turn. This can be adjusted for narrative purposes or specific conditions.

- **Attacks and Combat**: Vehicles can be targeted in combat. Attacks against vehicles use the vehicle's AC, and damage is subtracted from the vehicle's HP.

Chase Rules

During a **chase**, use the following rules to determine the outcome:

1. **Chase Sequence**: The chase is divided into turns, where each driver rolls for initiative.

2. **Pursuit**: The pursuing vehicle must maintain or reduce the distance to catch the target. The GM sets the starting distance and any obstacles.

3. **Obstacle Check**: Each turn, drivers must make a Driving Check to navigate obstacles. Failure results in reduced speed or other penalties.

4. **Escape**: The pursued vehicle can attempt to escape if it increases the distance beyond a certain threshold (set by the GM).

Damage and Repairs

- **Damage**: When a vehicle's HP reaches 0, it becomes inoperable. The driver and passengers may need to make Dexterity saving throws to avoid injury, determined by the GM.

- **Repairs**: Repairing a vehicle requires a certain amount of in-game time and resources. A character proficient in a relevant skill (such as Mechanics or Engineering) can attempt repairs.

Example Scenario

High-Speed Chase: The players are in a car fleeing from enemy motorcycles.

1. **Initiative**: Both the players and the pursuers roll for initiative.

2. **Movement**: On their turn, each vehicle moves up to its Speed.

3. **Driving Check**: The GM describes a sharp turn ahead. Both drivers must make a Driving Check (Dexterity + Handling). Failure means the vehicle loses speed or control.

4. **Combat**: The players can attempt to shoot at the pursuers, targeting the motorcycle's AC. Successful hits reduce the motorcycle's HP.

5. **Escape**: If the players manage to increase the distance sufficiently and avoid obstacles, they can escape the chase.

By using these basic vehicle rules, you can add thrilling vehicular action to your GATEWAY adventures, enhancing the dynamic and immersive experience for your players.

Chapter 4 - Game Master Tips and Guidelines

If you are a **Veteran Game Master**, you might not need these tips, but if you have never run a Tabletop RPG before, read on as this may help you run *GATEWAY* and many other roleplaying games.

Know the Rules

Understanding the rules of the GATEWAY is crucial for Game Masters as well as the players. While creativity and improvisation are essential elements that bring the game to life, a solid grasp of the rules ensures that gameplay remains consistent and fair for everyone involved. Familiarity with the rules allows for smoother gameplay, reduces the likelihood of disputes, and helps maintain a balanced environment where all players can enjoy the game. It also empowers players to make informed decisions and create strategies that are in line with the game's mechanics.

Moreover, a GM well-versed in the rules can more effectively guide the narrative and manage unexpected situations, blending structure with spontaneity to enhance the overall experience. Therefore, taking the time to learn and understand the rules is an investment in the quality and enjoyment of the game.

Flexible Rule Interpretation

The rules of this game provide basic instructions on how to play using this system, but as the Game Master (GM), you are not limited to them. Treat **ANY** rule in this system as a **Guideline** rather than a strict directive.

Feel free to **add new rules** whenever it enhances the gameplay. Be flexible with your players and adjust or change rules as needed to ensure the story makes sense and to create the most enjoyable and engaging situations and outcomes for the group.

Your primary goal is to foster a fun and immersive experience for everyone involved, so do not hesitate to modify the rules to best serve the narrative and the group's enjoyment.

Helping Players Create Characters

As emphasized in the **"Character Creation" section**, the Game Master should assist each player in developing an exciting character by asking prepared questions to help them determine the type of character they want to play.

If players find this task overwhelming, provide them with guidance and support. If they cannot precisely define their character at first or choose something that does not perfectly fit into the game, encourage them to describe their character concept, select some Proficiencies and Deficiencies, and then you can fill in any special abilities or additional proficiencies as the game progresses.

Remember, there is no right or wrong way to play—focus on fostering creativity and ensuring that each player feels engaged and enthusiastic about their character.

World Building

Because this game can be played in any genre, there is no right or wrong way to build your world. If you are running a completely random setting, such as a space-themed game, feel free to draw from existing tropes or get creative and invent your own concepts. If you are running a theme based on an established roleplaying game, consider using other source materials and ideas that fit within that universe.

For a more collaborative approach, ask your players what theme they would like to play before you start. They might even provide you with some setting ideas that can inspire the world you build.

- **Incorporate Player Ideas**: Invite players to contribute to the setting and lore of the game world. This can range from creating a hometown for their character to suggesting political factions or mythical creatures. When players see their ideas come to life, they feel a greater connection to the game.

- **Session Zero (Optional)**: Use a preliminary session to discuss the world, themes, and potential plotlines with your players. This collaborative effort helps align everyone's expectations and encourages investment from the start.

Adventure Building

When planning each adventure, focus on creating elements that will maximize fun for both you and your players. It is essential to understand what type of game your players are looking for. Are they heroes eager to explore and fight? Do they prefer diplomacy and solving mysteries? Or are they looking for a high-paced adventure that combines various elements?

Communicate with your players to gauge their preferences. If they are unsure, use a simple formula to ensure a well-rounded game:

1. **Somewhere to Explore**: Provide a location like a town, dungeon, or spaceport.

2. **Someone to Interact With**: Include NPCs such as a barkeep, star pilot, or villain.

3. **Something to Fight or Accomplish**: Introduce challenges like dragons, evil robots, or an evil mastermind, or goals such as finishing a race, solving a mystery, or returning an object.

By including these elements, you can create engaging and diverse adventures that cater to your players' interests and enhance the overall gaming experience.

Creating Non-Player Characters and Monsters

Creating **non-player characters (NPCs)** and monsters follows a similar approach to character creation for players. You can choose to fully stat them out with various stats, abilities, and equipment, or you can simplify the process by focusing on key traits such as **Proficiencies**, **Deficiencies**, **Armor Class (AC), Attacks, Damage Output,** and **Hit Points (HP)**.

Do not feel pressured to make it overly complicated, just use what works best for you and your game. Your players do not always need to know the behind-the-scenes details of a creature's stats or abilities. Just be prepared to jot down key details, especially if combat arises, to ensure consistency during gameplay.

Example Monster: Goblin
AC: 10
HP: 1
Proficiency: None
Deficiency: INT, CHA
Weapons: Rusty Pike (Melee)

Example NPC:
Carlow McGillicuty
Human Blacksmith
AC: 12
HP: 2
Proficiency: STR
Deficiency: WIS
Weapons: Hammer (Melee)

Creating Balanced Combat Scenarios

Creating balanced combat scenarios is crucial for providing an engaging and enjoyable experience for your players. Here is a closer look at why balancing encounters is essential and how Game Masters can achieve it effectively:

- **Player Satisfaction**: Balancing encounters ensures that players feel appropriately challenged without becoming frustrated or bored. It allows them to experience a sense of accomplishment when they overcome obstacles.

- **Immersion**: Well-balanced encounters enhance immersion by maintaining a sense of realism within the game world. Players are more likely to buy into the narrative and remain engaged when encounters feel credible and fair.

- **Group Dynamics**: Balanced encounters consider the abilities and preferences of the entire group, promoting teamwork and cooperation. They provide opportunities for each player to contribute meaningfully to the group's success.

Tailoring Encounters

- **Know Your Group**: Understand the capabilities and preferences of your players. Consider factors such as their character traits or abilities and preferred play style when designing encounters.

- **Adjust Difficulty**: Tailor encounters to match the skill level and preferences of your group. For novice players, start with simpler encounters and gradually increase the challenge as they gain experience. For experienced players, introduce more complex and strategic encounters to keep them engaged.

- **Dynamic Scaling**: Be prepared to adjust encounter difficulty on the fly based on how the battle unfolds. If the encounter proves too easy or difficult, consider modifying enemy tactics, adjusting enemy numbers, or introducing reinforcements to maintain the appropriate level of challenge.

- **Variety of Challenges**: Include a mix of combat encounters that offer different types of challenges. Some encounters may focus on strategic combat, while others may involve social interaction, exploration, or puzzle-solving. This variety keeps gameplay fresh and caters to different player preferences.

By prioritizing balance in combat scenarios, Game Masters can create engaging and rewarding experiences that cater to the abilities and preferences of their group. Striking the right balance ensures that players remain invested, challenged, and eager to continue their adventures.

Non-Combat Scenarios

During exploration or non-combat interactions, ensure all players have an opportunity to participate and contribute. Some players may try to take on multiple tasks or speak for the group, so it is essential to break down these moments and give each player a chance to shine. You may use some of these as guidelines:

- **Player Engagement:** Ask each player what their character is doing or how they are interacting with the environment, NPCs, or objects.
- **Turn-Based Approach:** Rotate around the table, giving each player a turn to describe their character's actions or intentions.
- **Individual Focus:** Encourage players to focus on their character's perspectives and goals, fostering deeper immersion and character development.
- **Dynamic Responses:** React to players' actions and choices, providing meaningful consequences and shaping the narrative based on their decisions.

By facilitating equal participation and engagement during non-combat scenarios, you create a more inclusive and immersive gaming experience where each player feels valued and involved in shaping the story.

Encouraging Player Involvement in Storytelling

A key aspect of creating an immersive and enjoyable tabletop roleplaying experience is ensuring strong player engagement. As a Game Master (GM), one of the most effective ways to achieve this is by involving players in the storytelling process. Here are several strategies to foster player engagement:

Meaningful Decisions

- **Impactful Choices**: Design scenarios where player decisions have significant consequences. Whether it is choosing to save a village or pursuing a dangerous foe, ensure their choices affect the game world and narrative direction.
- **Moral Dilemmas**: Present players with complex moral choices that challenge their characters' beliefs and values. These moments can lead to rich storytelling and character development.

Character-Driven Plotlines

- **Personal Quests**: Integrate personal story arcs for each character. These could involve past relationships, personal goals, or unresolved conflicts. By weaving these personal elements into the main plot, players become more emotionally invested.
- **Character Backgrounds**: Encourage players to create detailed backgrounds for their characters. Use these backgrounds to inspire subplots and side quests that tie back to the main story.

Interactive NPCs and Environments

- **Dynamic NPCs**: Populate your world with well-developed non-player characters (NPCs) who have their own agendas and personalities. Allow players to build relationships with these NPCs, making the world feel alive and responsive.
- **Reactive World**: Design the game world to react to the players' actions. If they save a town from bandits, let them see the town prosper. If they make enemies, show how these adversaries adapt and respond.

Player-Led Scenes

- **Shared Narrative Control**: Occasionally, give players the reins to narrate scenes or describe the outcomes of their actions. This can be especially effective during character interactions or when describing the results of successful skill checks.

- **Flashbacks and Dreams**: Allow players to narrate flashbacks or dream sequences that reveal more about their characters' histories and motivations.

In-Game Rewards and Recognition

- **Tangible Rewards**: Provide in-game rewards that reflect the players' contributions to the story. This could be in the form of unique items, titles, or narrative advantages.

- **Recognition and Influence**: Show how the players' actions earn them recognition and influence within the game world. This can manifest as new allies, increased reputation, or the ability to sway political decisions.

By encouraging players to contribute to the narrative and making their decisions impactful, you create a more engaging and collaborative storytelling experience. This not only enhances player investment but also leads to richer and more dynamic gameplay, ensuring that everyone at the table feels valued and involved in the unfolding adventure.

The "Rule of Cool"

A great GM should embrace the **"Rule of Cool"**, allowing players to produce creative and unconventional ideas for their characters.

Encouraging this kind of innovation not only makes the game more engaging but also empowers players to think outside the box. When a player presents a clever idea, the GM should reward their creativity by at least letting them attempt a roll to see if they succeed, even if the difficulty class (DC) is set to an almost impossible level.

This approach fosters a dynamic and unpredictable game environment, helping the GM develop improvisational skills as they "roll" with unexpected situations.

Above all, the priority is to ensure that everyone at the table is having the most fun possible. By embracing creative attempts, the GM and players can create memorable moments and a more enjoyable gaming experience.

Avoid Metagaming

Encouraging players to stay true to their characters' knowledge and perspectives is essential for maintaining immersion and integrity in the game. **Metagaming** occurs when players use **out-of-character knowledge** to influence their characters' actions, which can undermine the narrative and fairness of the game.

For instance, a character in your world who has never heard of werewolves shouldn't know that they are allergic to silver, even if the player does. If a player attempts to exploit this out-of-character knowledge, it should be gently discouraged. Instead, guide players to base their decisions on their characters' experiences and knowledge.

This approach ensures that actions and reactions are authentic, preserving the roleplaying aspect of the game.

By focusing on in-character knowledge and motivations, you create a richer, more immersive story where each player's contributions are grounded in their character's reality.

Handling Conflict

Conflicts or disagreements are a natural part of any group activity, including tabletop roleplaying games. To manage them effectively, it is crucial to promote open communication within your group. Encourage players to express their concerns or disagreements respectfully and ensure that everyone listens to each other.

As a Game Master (GM), practice active listening and acknowledge each player's perspective to show understanding. Address issues promptly to prevent minor problems from escalating into major conflicts. Step in as a neutral mediator to facilitate discussions and help players find common ground or compromise.

Establishing clear ground rules at the start of your campaign can also prevent misunderstandings and ensure everyone understands the importance of respect and inclusivity. Flexibility and compromise are key; encourage players to be willing to find middle ground where everyone is reasonably satisfied.

Sometimes, as a GM, you might need to make a final decision. When you do, ensure it is fair, transparent, and in the group's best interest.

Encouraging Roleplaying

Roleplaying is at the heart of tabletop RPGs, and fostering it can lead to a richer, more immersive experience for everyone involved. Creating a supportive environment where players feel comfortable stepping into their characters' roles without fear of judgment is essential.

As a GM, you can lead by example by embodying your NPCs with distinct personalities and behaviors, setting a standard for your players. Rewarding creativity with in-game advantages, experience points, or narrative bonuses can encourage players to immerse themselves in their characters.

Allowing players' roleplaying choices to meaningfully impact the story increases their investment and engagement. Encourage players to develop detailed backgrounds and motivations for their characters, providing more material for roleplaying.

Incorporating personal character arcs into the main storyline can also enhance roleplaying potential by offering personal stakes and growth opportunities.

Creating scenarios that require interaction among players and NPCs can foster dialogue and relationship-building. Using roleplaying prompts or questions can further encourage players to think and act in character, deepening their immersion in the game world.

Feedback and Improvement

Continual improvement ensures a better experience for both the GM and the players. Scheduling regular feedback sessions, either after each session or at key campaign milestones, allows for open discussion on what is working and what is not.

Anonymous surveys can provide more honest feedback if some players are reluctant to speak up directly. Encourage players to provide constructive criticism, focusing on specific areas for improvement rather than general complaints. Ask for actionable suggestions to understand what players would like to see different or improved.

Stay informed by reading articles, watching videos, and participating in forums to learn new techniques and ideas for game mastering. Be willing to experiment with new approaches and adapt based on what works best for your group.

After each session, take time to reflect on what went well and what could be improved. Self-awareness is key to growth and paying attention to your pacing and overall game management helps maintain a balance between storytelling, combat, and player agency.

By focusing on these areas, you can create a more enjoyable and effective gaming experience, fostering a collaborative, immersive, and dynamic roleplaying environment.

Rewarding players with the "Basic Level Up System (Optional)"

After a gaming session, the Game Master (GM) typically grants experience points (XP) to players based on their accomplishments and contributions during the session.

The GM may evaluate various factors such as completing quests, defeating monsters, overcoming challenges, roleplaying interactions, and demonstrating strategic thinking.

Experience points are awarded to reflect the characters' growth and development throughout the adventure. *(See the **"Character Creation" section** for more information on **Leveling Up** characters.)*

Chapter 5 - Advanced Play Variants

In the Basic Rules of ***GATEWAY***, certain character builds might feel redundant due to the blanket application of "Proficiencies" and "Deficiencies" across entire Character Traits. Players may find themselves frequently rolling two twenty-sided dice and taking the highest (**Proficiency**) or lowest (**Deficiency**), which can lead to a sense of being overpowered or underpowered.

To address this, the **Advanced Play Variants** have been introduced to enhance **character customization**, **balance**, and **alignment** with standard d20 Tabletop RPG mechanics. Instead of applying Proficiencies and Deficiencies to entire Character Traits, these variants assign them to specific "**Skills**." For instance, a character could be Proficient in Acrobatics under the Dexterity Trait but Neutral or Deficient in other Dexterity-related skills like Stealth or Dexterity Saving Throws.

This approach allows for more nuanced and personalized character builds. By breaking down Character Traits into individual skills and assigning a certain number of points for players to distribute among their **Skills**, **Attack Proficiencies**, and **Saving Throws**, each character will feel **More Unique**. This method maintains the simplicity and universal theme of character creation that GATEWAY is known for, while adding depth and flexibility.

Advanced Character Sheet

For this Advanced Variant, players are allocated **Character Creation Points** to distribute across their skills, or the Game Master can assist in creating characters tailored to match the desired archetype. This system fosters a more customized and balanced gameplay experience, ensuring that characters feel distinct and true to the player's vision.

Character Creation Point Allocations

- **Saving Throws:** Allocate 2 Proficiency Points and 1 Deficiency Point for Saving Throws.
- **Attack Skills:** Use 1 Proficiency Point to specialize in an Attack Skill (choose from Melee, Ranged, or Magic).
- **Other Skills:** Distribute 5 Proficiency Points and 3 Deficiency Points among other skills.

Point Allocation Guidelines

Non-Stacking Rule: Proficiency and Deficiency Points cannot stack on the same skill. A skill can only be Proficient, Deficient, or Neutral.

Exception for Neutral Traits: A Proficiency Point can be used to negate a Deficiency, turning a Deficient skill into a Neutral skill. This means players can choose to use their Proficiency Points to eliminate any Deficiencies, balancing their character's traits.

Alternative Hit Points

Game Masters have the option to use the **Standard HP Rules** or adopt the following advanced rules based on a character's **Constitution Saving Throw (HP) Trait**. This approach offers a more tailored hit point system that reflects the character's overall health and resilience.

Hit Points Calculation (Hit Die)

- **Deficiency Trait**: Characters with a Deficiency in their Constitution trait calculate their HP using the formula **1d6 + 6 per level**.
- **Neutral Trait**: Characters with a Neutral Constitution trait calculate their HP using the formula **1d8 + 8 per level**.
- **Proficiency Trait**: Characters with a Proficiency in their Constitution trait calculate their HP using the formula **1d10 + 10 per level**.

Advanced Damage Values

When using **Alternative Hit Points rules**, the GM should also then use the **Advanced Damage Values** for weapons and all encountered enemies.

The following advanced chart below can be used to guide specific **Weapon Damage** options.

Weapons	Damage Die	Weapon Examples
Light	1d4	Wooden Club, Dagger, Throwing Knife, Taser, Blow Dart, Light Hammer, Sickle, Sling, Whip, Snub Pistol
Medium	1d6	Hand Axe, Short Sword, Short Bow, Hand Crossbow, Javelin, Quarterstaff, Spear, Scimitar, Trident, Pistol (ex. 9mm), Regular Revolver, Hunting Rifle, Musket Small Laser Pistol, Grenade, Naginata, Small Laser sword
Heavy	1d8	Great Club, Light Crossbow, Battle-axe, Flail, Longsword, Morningstar, Rapier, War-Pick, Warhammer, Longbow, Large Pistol (ex. Desert Eagle), Large Revolver (ex. Colt 45), Assault Rifle, Shotgun, Uzi, Submachine Gun, Katana, Laser sword, Large Laser Blaster
Great Weapons	1d10	Glaive, Claymore, Great Sword, Halberd, Maul, Pike, Heavy Crossbow, Great Axe, Sniper Rifle, Heavy Machine Gun, Elephant Gun, Tommy Gun, Two Handed Katana, Double-bladed Laser sword
Ultra-Weapons	1d12	Lance, Tank-Killer Sniper Rifle, RPG, Bazooka, Missile Launcher, Railgun, BFG, Gatling Gun

Advanced Character Example:

A Player wants to play as a typical **Rogue/Thief** named ***Titus Stormbringer***. Using the Advanced Character Creation Variants, the player created the following character with the following Proficiencies and Deficiencies:

Proficiency:

- **Saves (2):** Dexterity Saving Throws, Charisma Saving Throws
- **Attack Skill (1):** Ranged Weapon Attacks
- **Other Skills (5):** Acrobatics, Lock Picking, Deception, Stealth, Sleight of Hand

Deficiency:

- **Saves (1):** Intelligence Saving Throws
- **Other Skills (3):** History, Nature, Medicine

Strength (STR):

- Athletics Check
- Melee Attack
- Strength Saving Throw

Dexterity (DEX):

- Turn Order in Battle (Initiative Check)
- Acrobatics Check **"+" Proficient**
- Sleight of Hand Check **"+" Proficient**
- Piloting
- **Lock Picking "+" Proficient**
- **Stealth Check "+" Proficient**
- Hide Check
- **Ranged Attack "+" Proficient**
- **Dexterity Saving Throw (AC) "+" Proficient**
  AC = 14

Constitution (CON):

- Constitution Saving Throw (HP)
  HP = 1d8 + 8 (Neutral Blank Trait)

Intelligence (INT):

- Arcana Check
- **History Check "-" Deficient**
- Streetwise
- Investigation Check
- Tech Check
- **Nature Check "-" Deficient**
- Religion Check
- **Intelligence Saving Throw "-" Deficient**

Wisdom (WIS):

- Animal Handling Check
- Insight Check
- **Medicine Check "-" Deficient**
- Perception Check
- Survival Check
- Wisdom Saving Throw

Charisma (CHA):

- Deception Check **"+" Proficient**
- Intimidation Check
- Performance Check
- Persuasion Check
- **Charisma Saving Throw "+" Proficient**

Ranged Attack Weapon (DEX)

- **Light Crossbow – Medium Weapon (Proficient Above)**
  - **Range = Medium**
  - **Damage = 1d8**

***Note:** Any other dice rolls outside of these Skills and Saving Throws will just be a **Neutral d20 roll** and take the number rolled as the result.

***Also Note: Armor Class** and **Hit Points** are still based on what players have allocated in their **Dexterity (AC)** and **Constitution Saving Throw (HP)**

Example Scenarios:

Titus is presented with a door to try and unlock:

- This is a Lock Picking Check; therefore, they roll **2d20** and take the highest result rolled due to having Proficiency.

Titus tries to attack an orc using a Longsword:

- This is a Strength Melee attack; therefore, they only roll **1d20** and take the result rolled as they do not have Proficiency nor Deficiency.

Titus tries to recall some history about a town:

- This is a History Check; therefore, they roll **2d20** and take the lowest result rolled due to having Deficiency.

Titus is being Charmed by an enchantress:

- This is a Charisma Saving Throw; therefore, they roll **2d20** and take the highest result rolled due to having Proficiency.

Advanced Variant Level System (Optional)

In this optional leveling system, players advance from level 1 to level 20 by gaining experience points (XP) through various in-game activities such as combat, completing quests, and roleplaying, or by simply playing a set number of sessions.

Each level up provides specific rewards, including increases to hit points (HP), skill modifiers, attack bonuses, and the acquisition of new abilities and spells.

Experience Points (XP) or Session Milestones

Level	Total XP Required	Sessions Played
1	0	0
2	200	2
3	600	4
4	1,400	6
5	3,000	8
6	6,000	10
7	10,000	12
8	15,000	14
9	21,000	16
10	28,000	18
11	36,000	20
12	45,000	22
13	55,000	24
14	66,000	26
15	78,000	28
16	91,000	30
17	105,000	32
18	120,000	34
19	136,000	36
20	153,000	38

Advanced Rules Level Up Rewards

Level	Rewards
1	• Choose Archetype & Traits • HP Based on Constitution • Pick starting Special Abilities or Spells
2	• +1 to one Skill or Saving Throw • Roll 1 Hit Die + X to add to HP • Learn one new Special Ability or Spell
3	• +1 to one Skill Modifier • Roll 1 Hit Die + X • Improve Attack Bonus by +1
4	• +1 to one Skill or Saving Throw • Roll 1 Hit Die + X to add to HP • Learn one new Special Ability or Spell
5	• +1 to All Proficient Rolls • Roll 2 Hit Dice + X to add to HP • Learn a Powerful Special Ability or Spell
6	• +1 to one Skill Modifier • Roll 2 Hit Dice + X to add to HP • Improve Attack Bonus by +1
7	• +1 to one Skill or Saving Throw • Roll 2 Hit Dice + X to add to HP • Learn one new Special Ability or Spell
8	• +1 to one Skill Modifier • Roll 2 Hit Dice + X to add to HP • Improve Attack Bonus by +1
9	• Additional +1 to All Proficient Rolls • Roll 2 Hit Dice + X to add to HP • Learn a Powerful Special Ability or Spell
10	• +1 to one Skill or Saving Throw • Roll 2 Hit Dice + X to add to HP • Improve Attack Bonus by +1
11	• +1 to one Skill Modifier • Roll 2 Hit Dice + X to add to HP • Learn one new Special Ability or Spell
12	• +1 to one Skill or Saving Throw • Roll 2 Hit Dice + X to add to HP • Improve Attack Bonus by +1

13	• Additional +1 to All Proficient Rolls • Roll 3 Hit Dice + X to add to HP • Learn a Powerful Special Ability or Spell
14	• +1 to one Skill Modifier • Roll 3 Hit Dice + X to add to HP • Improve Attack Bonus by +1
15	• +1 to one Skill or Saving Throw • Roll 3 Hit Dice + X to add to HP • Learn one new Special Ability or Spell
16	• +1 to one Skill Modifier • Roll 3 Hit Dice + X to add to HP • Improve Attack Bonus by +1
17	• Additional +1 to All Proficient Rolls • Roll 3 Hit Dice + X to add to HP • Learn a Very Powerful Special Ability or Spell
18	• +1 to one Skill or Saving Throw • Roll 3 Hit Dice + X to add to HP • Improve Attack Bonus by +1
19	• +1 to one Skill Modifier • Roll 3 Hit Dice + X to add to HP • Learn one new Special Ability or Spell
20	• +1 to one Skill or Saving Throw • Roll 3 Hit Dice + X to add to HP • Mastery: Learn a signature ability or spell that defines your character's ultimate power.

Advanced Level Up System - Special Notes

Hit Dice: The special dice used to decide how many Hit Points you gain when you level up. The specific die you roll depends on your Constitution Saving Throw status.

- **Deficiency (-),** you roll a six-sided die (d6) and add 6.
- **Neutral,** you roll an eight-sided die (d8) and add 8.
- **Proficiency (+),** you roll a ten-sided die (d10) and add 10.

- **Abilities and Spells**: Abilities and spells learned at higher levels should scale in power, becoming more impactful and reflecting the character's growth.

- **Customization**: Game Masters can customize rewards to better fit the narrative and the specific class or role of the character.
- **Flexibility**: Players and GMs are encouraged to tailor these guidelines to best fit their campaign and storytelling needs.

This optional level-up system ensures that characters steadily progress in power and capability, offering new and exciting abilities while enhancing their existing skills and attribute.

Conclusion: That is it! Now enjoy taking your players on an adventure with the **Printable Character Sheets** on the next few pages or download the **Form Fillable sheets** online at **Gateway RPG's WordPress site**.

May this be you and your players' **"*GATEWAY*"** into the fun and exciting hobby of tabletop roleplaying.

GATEWAY RPG - Standard Character Sheet

Character Name: _____

Character Race/Archetype/Class Description:
_____
_____
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_____

Proficiency: Mark "+" sign next to at least 1 trait
Deficiency: Mark "-" sign next to at least 1 trait
Cross out any Skills that do not belong in the setting

____ **Strength (STR)**
- **Athletics Check**
- **Melee Attack**
- **Strength Saving Throws**

____ **Dexterity (DEX)**
- **Turn Order in Battle (Initiative Check)**
- **Acrobatics Check**
- **Sleight of Hand Check**
- **Piloting (Land, Sea, Air, Mech)**
- **Lock Picking**
- **Stealth Check**
- **Hide Check**
- **Ranged Attack**
- **Dexterity Saving Throws (AC)**

____ **Constitution (CON)**
- **Constitution Saving Throws (HP)**

____ **Intelligence (INT)**
- **Arcana Check**
- **History Check**
- **Streetwise**
- **Investigation Check**
- **Tech/Computer Use**
- **Nature Check**
- **Religion Check**
- **Intelligence Saving Throws**

____ **Wisdom (WIS)**
- **Animal Handling Check**
- **Insight Check**
- **Medicine Check**
- **Perception Check**
- **Survival Check**
- **Magic Spell Attack**
- **Casting Magic Spells (Non-Attack)**
- **Wisdom Saving Throws**

____ **Charisma (CHA)**
- **Deception Check**
- **Intimidation Check**
- **Performance Check**
- **Persuasion Check**
- **Charisma Saving Throws**

Character Portrait

Armor Class (AC): _____ ***(Based on DEX Stat)***
Proficiency = 14, Neutral = 12, Deficiency = 10

Hit Points (HP): _____ ***(Based on CON Stat)***
Proficiency = 5, Neutral = 4, Deficiency = 3

Movement Speed: _____ ***(Standard Character is 30 ft)***

Melee Attack Weapons: (STR)
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Ranged Attack Weapons: (DEX)
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Special Abilities:
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Items:
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Background
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GATEWAY RPG - Advanced Character Sheet

Character Name: _____

Character Race/Archetype/Class Description:

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Proficiency: Mark "+" sign next to traits below
Deficiency: Mark "-" sign next to traits below
Mark any that are not setting appropriate with an "NA"

Saving Throw ***(Choose 2 Proficiency "+" and 1 Deficiency "- ")***

- ____ Strength Saving Throw
- ____ Dexterity Saving Throw (AC)
- ____ Constitution Saving Throw (HP)
- ____ Intelligence Saving Throw
- ____ Wisdom Saving Throw
- ____ Charisma Saving Throw

Attack Type ***(Choose 1 Proficiency "+")***

- ____ Melee Attack
- ____ Ranged Attack
- ____ Magic Spell Attack

Skill Traits ***(Choose 5 Proficiency "+" and 3 Deficiency "- ")***

Strength (STR):

- ____ Athletics Check

Dexterity (DEX):

- ____ Turn Order in Battle (Initiative Check)
- ____ Acrobatics Check
- ____ Sleight of Hand Check
- ____ Piloting (Land, Sea, Air, Mech)
- ____ Lock Picking
- ____ Stealth Check
- ____ Hide Check

Constitution (CON):

- _NA_ See Saving Throws

Intelligence (INT):

- ____ Arcana Check
- ____ History Check
- ____ Streetwise
- ____ Investigation Check
- ____ Tech/Computer Use
- ____ Nature Check
- ____ Religion Check

Wisdom (WIS):

- ____ Animal Handling Check
- ____ Insight Check
- ____ Medicine Check
- ____ Perception Check
- ____ Survival Check
- ____ Casting Magic Spells (Non-Attack)

Charisma (CHA):

- ____ Deception Check
- ____ Intimidation Check
- ____ Performance Check
- ____ Persuasion Check

Character Portrait

Armor Class (AC): _____ ***(Based on DEX Saving Throw Stat)***
Proficiency = 14, Neutral = 12, Deficiency = 10

Hit Points (HP): _____ ***(Based on CON Saving Throw Stat)***
Proficiency = 5, Neutral = 4, Deficiency = 3

Movement Speed: _____ ***(Standard Character is 30 ft)***

Melee Attack Weapons:

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Ranged Attack Weapons:

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Special Abilities:

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Items:

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Background:

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GATEWAY RPG

QUICK REFERENCE GUIDE

Proficiency and Deficiency Guidelines:

- **"+" Proficiency** =Roll a d20 twice and take the higher roll
- **"-" Deficiency** = Roll a d20 twice and take the lower roll
- **__ Neutral (Blank Trait)** = A character that has neither proficiency nor deficiency will only roll a d20 once

Advantage and Disadvantage Guidelines:

Proficiency Trait with Advantage
Advantage (+1) = 2d20 and take the highest number rolled and add +1 to the total

Proficiency Trait with Disadvantage
No Bonus = 1d20 and take the number rolled

Neutral Trait with Advantage
Advantage = 2d20 and take the highest number rolled

Neutral Trait with Disadvantage
Disadvantage = 2d20 and take the lowest number rolled

Deficiency Trait with Advantage
No Bonus = 1d20 and take the number rolled

Deficiency Trait with Disadvantage
Disadvantage (-1) = 1d20 and take the lowest number rolled and subtract -1 from the total

Difficulty Class Scale

- **Simple:** 2 to 5
- **Easy:** 6 to 10
- **Moderate:** 11 to 15
- **Hard:** 16 to 19
- **Near Impossible:** 20

Attack Types

Melee Weapon Attacks = Strength Trait
Swords, Daggers, Axes, Katana, Clubs, Laser swords, etc.

Ranged Weapon Attacks = Dexterity Trait
Crossbows, Longbows, Short Bows, Muskets, Pistols, Lasers, Rifles, etc.

Magic Attacks = Wisdom Trait
Fireballs, Lightning, Charm, Force Push, etc.

Special Ability Attacks = GM Discretion
Depends what the GM chooses at character creation that your Ability trait uses.

Armor Class

Based on Dexterity Trait

- **"+" Proficiency = 14 AC**
- **"-" Deficiency = 10 AC**
- **Neutral (Blank Trait) = 12 AC**

Attack Range

- **Melee Range:** 1 square/hex (within 5 feet)
- **Short Range:** 2-6 squares/hexes (10-30 feet)
- **Medium Range:** 7-12 squares/hexes (35-60 feet)
- **Long Range:** 13-24 squares/hexes (65-120 feet)
- **Extended Range:** 25+ squares/hexes (125+ feet)

Resolving Combat

Step 1: Game Master Determines if there is a Surprise Round

Step 2: Roll Initiative for all involved (**Dexterity**)

Step 3: Resolve Surprise Round, if necessary, then full Initiative during each Round.

Step 4: During a Player's Turn they can do the following:

- **One Move Action** (30 feet on average)
- **One Primary Action**
- **One Bonus Action**

Primary Action examples:

- **Attack**
- Move again "aka **Dash**" (move the same amount of the first movement)
- **Interact** with an object
- **Cast** a spell or use some other **Special Ability**
- **Hide**
- **Search**
- **Ready an Action** (Choose to delay your action and set a trigger and what you want to do when the trigger is met)
- **Grapple** (Contested Strength Skill)
- **Escape** from being Grappled (Contested Strength Skill)
- Declare a **Dodge** (causes Deficiency, of all attacks to this player until its next turn.)
- **Help** on another player's turn (Gives the target player Proficiency, on their next Primary Action)
- **Improvise-** simply tell your GM what you would like to do as an action to see if they can allow it (Get creative!) ***GM's see "Rule of Cool".**

Bonus Action examples:

- **Interact** with an object
- **Switch Weapons**
- **Talk** to someone during combat
- **Special Ability** = (GM Discretion)
  - **Attack** a second time
  - **Cast** a Spell
  - **Use** an Item
- Any other **minor** type of action

Step 5: Continue following **Initiative Turn Order** until all combatants are cleared from the battlefield.

Solo Rules

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D20 Oracle

What Is an Oracle?

An Oracle is a tool that answers basic Yes/No questions and helps you determine how events unfold. It acts as your impartial Game Master adding surprise, uncertainty, and narrative twists. You ask it questions about the world, the Non-Player Characters, and what happens next, then roll to find out.

What You Need to Start

- A copy of **GATEWAY RPG** (*or any other Tabletop Roleplaying Game System*)
- A **Character Sheet**
- **Dice** (2 twenty-sided dice, at minimum)
- A **journal** or note-taking tool (physical or digital)
- **The Oracle Table** (see below)
- **Optional**: use other random tables for generating NPCs, locations, motivations, etc. (Some examples included in the back of this supplement, and others you can find from any other sources)

The Solo RPG Flow

Here's how a typical solo game session works:

1. Create a Character and Set the Stage

Follow GATEWAY RPG's character creation rules (**Standard** or **Advanced Variant**).

- **Important Note: Depending on how easy or challenging you want to start, feel free to add extra character Levels, Damage Values, and HP Values.**

- **Write** a few sentences about the world, the setting, and your character's current situation.

- **Define your goal** or **starting mission**.
  - **Example:** "Track down the missing informant in Sector G."

2. Ask the World Questions

As the story unfolds, you'll run into moments of uncertainty:

- Is the warehouse locked?
- Do the guards notice me?
- Does the contact show up on time?

Ask these as **Yes/No questions** and **consult the Oracle** to guide the response.

3. Roll on the Oracle Table

Determine the likelihood of **Success/Failure** and **Roll Dice**

- When the outcome is **Neutral** or **Uncertain**—no clear reason it should be easier or harder. **Roll 1d20** by **Default**.
- When the outcome is **Likely to Succeed**, **Roll 2d20** and take the **Higher** result
  - **Examples**:
    - You have the advantage.
    - You are well-prepared or using the right tool.
    - The situation heavily favors you.
- When the outcome is **Likely to Fail**, **Roll 2d20** and take the **Lower** result
  - **Examples:**
    - You are in danger or pressed for time.
    - You are unprepared or outnumbered.
    - The odds are stacked against you.

4. Interpret the Result

Use the outcome in the Oracle Table on the next page to guide your story.

Oracle Table

d20 Roll	Outcome	Narrative Cue
1	**No, And (Negative Consequence)**	A disastrous failure that also causes a major consequence.
2–6	**No**	A simple failure: the action does not work.
7–10	**No, But (Minor Opportunity)**	A failure that comes with an unexpected opportunity or positive aspect.
11–14	**Yes, But (Minor Complication)**	A success that comes with a complicating factor or a minor drawback that must be navigated.
15–19	**Yes**	A clean, straightforward success that achieves the intended goal without hindrance.
20	**Yes, And (Positive Addition)**	An exceptional success that meets the goal and creates a new opportunity.

5. Play Out the Scene

Using the Oracle result, narrate what happens next. Use your imagination, character abilities, and the setting to guide your decisions. Write out what happens or speak it aloud to keep the immersion going.

6. Use Difficulty Class Rules

In between asking Yes/No Oracle questions, you can then use the **GATEWAY RPG** system's **Difficulty Class Rules** for **Skill Checks, Combat, Special Abilities, and Saving Throws** as needed.

Difficulty Class Scale

Difficulty	Dice Roll Scale
Simple	2 to 5
Easy	6 to 10
Moderate	11 to 15
Hard	16 to 19
Near Impossible	20+

Example Use in Play

Character: Axel Ryder P.I.

Background: Axel Ryder is a hard-bitten ex-corporate security operative who turned freelance detective in the neon-lit underbelly of Cyber City. After years of navigating corporate politics and high-tech espionage, he now dedicates his life to uncovering the truth behind shady deals. When military-grade technology goes missing from a closed government facility, Axel is drawn into a case loaded with betrayal, high stakes, and dangerous secrets.

Character Stats (GATEWAY RPG Standard Method):

- **Proficiency: *Wisdom Checks*** – Axel's keen eyes and relentless questioning give him an advantage when searching for clues or interrogating leads.

- **Deficiency: *Charisma Checks*** – His gruff nature means social interactions (like convincing or charming witnesses) carry a disadvantage.

Starting Mission: Axel's objective is to track down the stolen military tech and unravel the network of criminals behind the heist. His investigation begins in a grimy, rain-soaked district where the tech was last seen and where shadowy corporate agents also roam.

Step 1: Asking the World a Question

Axel needs to know if the facility he's about to investigate is under heavy surveillance, which is crucial for planning a stealthy approach. He formulates his first Oracle question:

- "Is the security system around the facility fully operational?"

Given that Cyber City is notorious for its high-tech security and that military tech is involved, the player decides it's highly likely that the cameras and sensors are active.

In this case, he opts to roll 2d20 and take the lower result (to simulate a disadvantage due to the high-security environment).

Step 2: Rolling the Dice for Security Check

The player rolls 2d20 and, due to the expected heavy surveillance, he selects the lower number. He rolls a 12.

- **Oracle Table Result**: 12 → Yes, But
- ***Interpretation**:* The system is indeed active, but there is an accompanying twist - a minor complication.
- **Narrative Outcome:** Axel peers through his night-vision goggles and confirms that the facility's cameras are online. However, a maintenance alert flickers on one of the feeds: one camera is in a temporary "loop" mode. This glitch offers a narrow window of opportunity, but it might also indicate that someone has tampered with the system recently. Axel jots down that detail, realizing it might be a double-edged clue.

Step 3: Interacting with the Informant

Axel knows he needs more information on bypassing the surveillance. He meets with a street informant who has a reputation for providing insider tips, despite a tendency to be overly cryptic (which plays to Axel's deficiency in interpersonal skills). Before making any commitments, the player asks his second Oracle question:

- "Does the informant have a reliable tip on how to exploit this camera glitch?"

- In this case, no extraordinary factors are tipping the odds either way, so the player rolls 1d20 by default.

Step 4: Rolling the Dice for Informant Tip

The player rolls 1d20 and rolls a 16.

- **Oracle Table Result**: 16 → Yes
- ***Interpretation:*** The informant's tip is straightforward, correct, and comes without complications.
- **Narrative Outcome:** The informant leans in across a flickering holo-screen at a rundown noodle bar in the back alleys. "I've seen that loop before," he whispers. "They are using an old maintenance override. Get close to the facade and a short-range jammer should do the trick. But keep your head low. Other eyes might be lurking."

Axel notes the tip: it's a clear course of action. He appreciates that this line of inquiry yielded unfiltered intelligence, even if his rough manner sometimes hampers smoother interactions.

Step 5. Playing Out the Scene

Now that Axel has gathered key information, he moves toward the facility under cover of darkness. Using his Wisdom Perception proficiency, he scopes out the building, identifies the malfunctioning camera, and prepares his short-range jammer.

The mixed results of his Oracle inquiries have shaped his plan:

- **Yes, But Outcome** on **Security**: The system is active, but a glitch offers a way even if it's a risky, unexpected element.

- **Yes Outcome** from **Informant**: Reliable intel on the override mechanism empowers him to act decisively.

As Axel navigates the dark corridors and neon reflections bouncing off wet pavement, every Oracle roll and clue he collects fuels the unfolding mystery.

His investigation is now set on a collision course with corporate espionage, shadowy operatives, and secrets that might change the course of his troubled city.

Step 6. Using Skill Checks and Narrative Flair

Throughout the session, the player can now use the core **GATEWAY RPG** rules for specific challenges:

- **Perception Check (Wisdom Proficiency)**: For example, if Axel searches for additional clues in the facility, he might roll a 2d20 and take the highest roll.

- **Persuasion Check (Charisma Deficiency)**: If he needs to persuade a wary guard or hack a conversation between corporate agents, he will roll 2d20 and take the lowest roll.

In either scenario, the Oracle may step in again if the outcome is uncertain, helping him decide if his approach is successful, or if complications arise.

Conclusion

Enjoy using these **Solo Rules** and the **D20 Oracle** with ***GATEWAY RPG*** or use them with **any** of your other favorite roleplaying games for even more immersive, unpredictable adventures.

Other Random Oracles:

NAME GENERATOR ORACLE

Roll a d100 on this table. The result provides the starting letter for a name. Roll twice for first and last name.

Roll	Letter
1-3	A
4-7	B
8-11	C
12-15	D
16-19	E
20-23	F
24-27	G
28-31	H
32-35	I
36-39	J
40-43	K
44-47	L
48-50	M
51-54	N
55-58	O
59-62	P
63-66	Q
67-70	R
71-74	S
75-78	T
79-82	U
83-86	V
87-90	W
91-94	X
95-97	Y
98-00	Z

PLAYER CHARACTER MOTIVATION / QUIRK

Roll a d100 on this table. This defines a core personality trait or deep-seated reason why the Player Character is driven to act.

Roll	Motivation / Quirk	Description Example
1-10	**The Idealist**	Driven by a strong moral code, seeks to protect the innocent and uphold justice regardless of cost.
11-20	**The Addict / Compulsive**	Must constantly seek risk, wealth, or a specific substance/power to satisfy a deep need.
21-30	**The Chronic Liar**	Has a habit of deceiving others, even allies, to simplify problems or avoid responsibility.
31-40	**The Lone Wolf**	Distrusts teams and prefers to work in isolation; reluctant to accept help.
41-50	**The Family Bond**	All actions are centered around protecting, finding, or avenging a specific relative or close friend.
51-60	**The Specialist**	Only feels comfortable operating within their narrow field of expertise; avoids tasks outside their comfort zone.
61-70	**The Reformer**	Seeks to change an oppressive system, faction, or law from within or by tearing it down.
71-80	**The Glory Seeker**	Needs public recognition and fame; often takes unnecessary risks to cement their legend.
81-90	**The Penitent**	Driven by guilt over a past failure, seeks redemption by undertaking dangerous or difficult tasks.
91-00	**The Pragmatist**	Highly practical and ruthless; focuses solely on the most efficient path to success, even if unethical.

MISSION TYPE / GOAL

Roll a d100 on this table. This defines the immediate objective of the adventure or quest the PC is currently undertaking.

Roll	Mission Type / Goal	Narrative Prompt
1-15	**Acquisition (The Heist)**	Steal, recover, or buy a specific, guarded object or data file.
16-30	**Infiltration (The Setup)**	Sneak into a secure location to place a device, gather information, or confirm an enemy's plans.
31-45	**Assassination / Capture (The Hunt)**	Find and neutralize a specific high-value target (kill, capture, or expose).
46-60	**Escort / Protection (The Bodyguard)**	Safely transport a person, valuable cargo, or sensitive information across dangerous territory.
61-70	**Negotiation (The Diplomacy)**	Arrange a truce, broker a deal, or resolve a tense conflict between two hostile parties.
71-80	**Exploration (The Survey)**	Chart an unknown region, survey a ruin, or investigate a recently discovered anomaly.
81-90	**Disaster Relief (The Rescue)**	Save trapped civilians, recover essential supplies, or stabilize an area after a major catastrophe.
91-00	**Sabotage (The Wrench)**	Disrupt enemy operations, destroy an important piece of infrastructure, or spread chaos/misinformation.

ADVENTURE STRUCTURE / TWIST

Roll a d100 on this table. This defines the overall structure or the major complicating factor that will shape the path of the adventure.

Roll	Structure / Twist	Structural Implication
1-15	**The Race**	The PC must complete the mission quickly because a rival or deadline is closing fast.
16-30	**The Hidden Patron**	The true person/group hiring or benefiting from the mission is not who they claim to be.
31-45	**False Flag**	The PC is framed for a major crime or failure that happened before the mission started.
46-60	**Shifting Objectives**	The mission's goal changes completely midway through due to new information or discovery.
61-70	**Closed Loop**	The beginning of the mission is directly tied to the end (e.g., the item they seek is their own item, stolen from the future/past).
71-80	**Trial by Combat**	The mission can only be resolved through a single, ritualized, or high-stakes confrontation.
81-90	**No-Win Scenario**	Success in the mission causes a consequence as bad as failure, forcing the PC to find a third option.
91-00	**The Deathtrap**	The goal location is inherently hostile (a maze, a collapsing structure, or a series of constant threats).

LOCATION AND WORLD ORACLES

LOCATION CONCEPT

Roll a d100 on this table. This defines a new area the character enters or a place they are seeking.

Roll	Location Concept	Atmosphere/Features
1-5	**The Crossroads**	A major intersection, hub, or place of decision. Highly trafficked but currently deserted.
6-10	**The Sanctuary**	A place of rest, security, or spiritual significance. It feels safe but maybe watched.
11-15	**The Ruins**	Broken down, forgotten, or destroyed. Evidence of a past conflict or disaster is everywhere.
16-20	**The Vault / Archives**	Dedicated to storing valuable knowledge, technology, or wealth. Highly secured.
21-25	**The Market / Exchange**	Crowded, chaotic, and temporary. A place to trade or find unusual goods and rumors.
26-30	**The Workshop / Lab**	Filled with specialized tools and half-finished projects. Focused on creation, innovation, or repair.
31-35	**The Outpost**	Remote, isolated, and utilitarian. Used for monitoring, surveying, or defense.
36-40	**The Nexus / Center**	The main administrative or political core of the region. Powerful figures are likely present.
41-45	**The Den / Hideaway**	Secret, cramped, and personalized. Used by a small group or individual for illicit purposes.
46-50	**The Barrier**	A difficult transition point: a mountain pass, a deep river, a border wall, or a debris field.
51-54	**The Tower**	A vertical, isolated structure used for observation, communication, or ritual.
55-58	**The Subterranean Core**	Underground passages, mines, sewers, or hidden tunnels. Dark, echoing, and confusing.
59-62	**The Citadel / Fortress**	Heavily fortified, designed for siege defense, controlled by a powerful entity.
63-66	**The Farm / Resource Field**	Dedicated to production (food, oil, crystal). Open, exposed, and valuable.
67-70	**The Wilderness Feature**	A cave system, dense forest grove, isolated island, or strange geological formation.
71-74	**The Transportation Hub**	A busy airport, docking station, space port, or ancient road junction. Constant movement.
75-78	**The Residence**	A specific home, manor, apartment, or shack. Focus on domestic life/personal secrets.
79-82	**The Temple / Holy Site**	Used for worship, meditation, or as a memorial. Quiet, solemn, and possibly enchanted.
83-86	**The Prison / Detention**	Designed to hold captives or dangerous objects. Confined, secure, and oppressive.
87-90	**The Battlefield**	Fresh or old evidence of a major conflict. Hazardous, often looted, and emotionally charged.
91-94	**The Portal / Gateway**	A fixed point that allows transit to another place, dimension, or time. Highly unstable.
95-00	**The Void / Abstract Space**	An unnatural, non-Euclidean, or purely magical/technological space. Confusing and disorienting.

ENVIRONMENTAL FEATURE

Roll a d100 on this table. Use this to quickly describe a unique or active element within a location to make it more evocative.

Roll	Feature / Focus	Setting Neutral Application
1-8	**Obvious Power Source**	A glowing reactor, a ritual altar, or a humming geothermal vent. A point of energy/magic.
9-16	**Difficult Terrain**	Loose rubble, deep sludge, thick electronic smog, or magical quicksand. Slows movement.
17-24	**Active Sensor / Alarm**	Automated detection system, magical runes, or tripwires. Requires caution to bypass.
25-32	**Unstable Surface**	Icy floor, collapsing scaffolding, cracked glass pavement, or floating debris. Dangerous to cross.
33-40	**Contrasting Element**	A single beautiful garden in a wasteland; a brightly lit server in a dark ruin.
41-48	**Source of Sound / Noise**	A rhythmic clang, echoing static, or faint, unidentifiable voices. Impacts stealth or concentration.
49-56	**Hidden Passage**	A secret door, a camouflaged air vent, a disguised teleportation circle.
57-64	**Temporary Shelter**	A quickly built barricade, a tent, a crashed vehicle, or a natural alcove.
65-72	**Signs of Struggle**	Scorch marks, overturned tables, bullet holes, or discarded weapons/magic components.
73-80	**Gravity / Density Anomaly**	Area has low gravity, thick atmosphere, or is difficult to move through.
81-88	**Contained Threat**	A locked cage with a beast, a sealed canister of toxins, or a magical artifact chained down.
89-96	**Running Liquid / Energy**	Flowing water, coolant, electricity in the walls, or uncontrolled magical energy channels.
97-00	**Mirage / Illusion**	The environment subtly shifts or presents false visual/auditory information.

EVENT & OPPORTUNITY

Roll a d100 on this table. Use this when you need a new conflict, an unexpected distraction, or a sudden opportunity to progress the story.

Roll	Event / Opportunity	Narrative Prompt
1-8	**A Valuable Item Lost**	Someone important has misplaced or dropped a critical item nearby.
9-16	**A System Failure**	Technology malfunctions, power cuts out, or a structure begins to collapse.
17-24	**A Timely Rescue**	The PC sees an individual (or group) in distress and has a chance to intervene.
25-32	**An Unlikely Alliance**	An NPC with opposing interests offers a temporary, high-risk partnership.
33-40	**The Authority Arrives**	Law enforcement, military, or a rival faction shows up and begins questioning people.
41-48	**A Clue Left Behind**	An antagonist has hastily abandoned a location, leaving behind a crucial piece of evidence.
49-56	**A Betrayal**	A known ally, partner, or contact suddenly reveals their true intentions.
57-64	**A Natural Phenomenon**	A sudden storm, seismic activity, or strange ecological event disrupts the area.
65-72	**A Distraction**	A minor incident (a fight, a fire, a street vendor's collapse) creates a momentary diversion.
73-80	**The Target Moves**	The subject of the current quest changes location or accelerates their schedule.
81-88	**An Unexpected Message**	The PC receives a coded warning, a desperate plea, or a new command.
89-96	**Conflict Escalates**	A minor disagreement or skirmish suddenly becomes a major, high-stakes fight.
97-00	**A New Discovery**	The PC finds a completely unexpected secret path, resource cache, or powerful artifact.

NPC ORACLES

NPC ROLE

Roll a d100 on this table. This table defines the NPC's primary function or position within their current social structure or environment.

Roll	Generic Role	Description Example
1-4	**Criminal/Outcast**	Operates outside the law; a fugitive, rogue, or banished person.
5-8	**Protector/Guard**	Sworn to defend a person, place, or ideal; a soldier, security expert, or bodyguard.
9-12	**Artisan/Performer**	Creates things or entertains others; a crafter, musician, artist, or storyteller.
13-16	**Laborer/Worker**	Engaged in heavy or common work; a farmer, miner, logger, or dockhand.
17-20	**Mercenary/Warrior**	Professional fighter; skilled in combat for hire or duty.
21-24	**Vagrant/Traveler**	Has no fixed abode; a wanderer, homeless person, or long-distance trader.
25-28	**Wilderness Expert**	Skilled in the natural world; a hunter, scout, forester, or forager.
29-32	**Spiritual/Mystic**	Connects with higher powers or hidden knowledge; a priest, sage, shaman, or medium.
33-36	**Maritime/Water-based**	A role tied to the sea or waterways; a sailor, fisher, or pirate.
37-40	**Seeker/Pilgrim**	Driven by a quest for truth, knowledge, or enlightenment.
41-44	**Infiltrator/Thief**	Specializes in stealth, lockpicking, and acquiring what is restricted.
45-48	**Adventurer**	Seeks danger and reward; an explorer or professional risk-taker.
49-52	**Leader/Influencer**	Commands others; a general, politician, gang boss, or socialite.
53-56	**Healer/Curer**	Dedicated to restoring health or mending damage; a doctor, medic, or caregiver.
57-60	**Scout/Guide**	Provides navigation and reconnaissance; a pathfinder or intelligence gatherer.
61-64	**Raider/Bandit**	Takes what they want through force or intimidation; a pillager or highwayman.
65-68	**Trader/Merchant**	Facilitates the exchange of goods and services; a buyer or seller.
69-72	**Academic/Scholar**	A person of learning; a researcher, historian, or teacher.
73-76	**Diplomat/Mediator**	Specializes in negotiation and resolving disputes.
77-80	**Agent/Spy**	Works undercover to gather information or sabotage.
81-84	**Servant/Assistant**	Loyal to a master, organization, or cause; a trusted aide or retainer.
85-88	**Engineer/Technician**	Understands and maintains complex machinery or structures.
89-92	**Clerical/Bureaucrat**	Manages records, laws, and official documents.
93-96	**Student/Apprentice**	Learning a trade or skill under a master.
97-00	**Specialist/Unique Role**	A highly specialized technician, collector, or political operative.

NPC GOAL

Roll a d100 on this table. This table defines the NPC's immediate or long-term objective.

Roll	Generic Goal	Description Example
1-5	**Acquisition of an Object**	Obtain a specific artifact, tool, or resource.
6-10	**Form an Agreement**	Negotiate a treaty, alliance, or binding contract.
11-15	**Seek a Truth**	Investigate a mystery, hidden fact, or historical detail.
16-20	**Pay a Debt**	Clear a financial, moral, or historical obligation.
21-25	**Harm a Rival**	Sabotage, injure, or otherwise undermine an opposing faction or person.
26-30	**Cure an Illness**	Heal a sick person, repair a structure, or fix an ecological problem.
31-35	**Find a Home**	Secure a permanent residence, base of operations, or sanctuary.
36-40	**Seize Power**	Take control of a group, institution, or region.
41-45	**Travel to a Place**	Complete a journey to a specific, often distant, location.
46-50	**Secure Provisions**	Find food, water, supplies, or critical ammunition.
51-55	**Protect a Secret**	Prevent critical information or knowledge from being revealed.
56-60	**Spread Faith/Belief**	Recruit followers or propagate a specific ideology.
61-65	**Enrich Themselves**	Focus purely on accumulating wealth or material possessions.
66-70	**Protect a Person**	Defend a specific individual from harm or capture.
71-75	**Advance Status**	Improve their social rank, title, or standing within a hierarchy.
76-80	**Defend a Place**	Stand firm against an invasion, attack, or siege.
81-85	**Fulfill a Duty**	Carry out a specific task assigned by an authority or moral code.
86-90	**Gain Knowledge**	Acquire skills, training, or restricted information.
91-95	**Find Redemption**	Atone for past sins or mistakes.
96-00	**Establish a Legacy**	Achieve fame, build a monument, or ensure their name is remembered.

NPC Descriptors

Roll a d100 on this table. This table defines a prominent personality trait, physical feature, or state of being for the NPC.

Roll	Descriptor	Roll	Descriptor
1-4	**Stoic**	51-54	**Critical**
5-8	**Attractive**	55-58	**Cautious**
9-12	**Passive**	59-62	**Resourceful**
13-16	**Aloof**	63-66	**Weary**
17-20	**Affectionate**	67-70	**Wounded**
21-24	**Generous**	71-74	**Anxious**
25-28	**Smug**	75-78	**Powerful**
29-32	**Armed**	79-82	**Athletic**
33-36	**Clever**	83-86	**Driven**
37-40	**Brave**	87-90	**Cruel**
41-44	**Ugly**	91-94	**Quiet**
45-48	**Sociable**	95-98	**Honest**
49-52	**Connected**	99-00	**Infamous**

NPC DISPOSITION & ENCOUNTER ROLE

Roll a d100 for Disposition and a separate d100 for Encounter Role. This table provides a more granular definition of a newly encountered NPC.

NPC DISPOSITION

Roll	Disposition	Suggested Mannerism
1-10	**Hostile**	Aggressive, judgmental, or openly threatening.
11-20	**Suspicious**	Cautious, evasive, refuses to give straight answers.
21-30	**Intimidated**	Nervous, stammering, easily convinced or bullied.
31-40	**Apathetic**	Indifferent, bored, only concerned with their own comfort.
41-50	**Distracted**	Focused on something else, keeps checking their timepiece or surroundings.
51-60	**Curious**	Asks many questions, stares openly, eager for information.
61-70	**Friendly**	Welcoming, offers small comforts, tries to establish rapport.
71-80	**Desperate**	Panicked, pleading, urgently needs help or a solution.
81-90	**Wary Ally**	Professional, willing to cooperate, but retains personal reservations.
91-00	**Overconfident**	Boastful, dismissive of the PC's efforts, believes they have the solution.

NPC ENCOUNTER ROLE

Roll	Role	Suggested Focus
1-10	**Scout / Informant**	Gathering intelligence or watching a location/person for a fee.
11-20	**Messenger / Herald**	Delivering written or verbal communication. The message itself might be the focus.
21-30	**Custodian / Caretaker**	Maintaining or protecting the area, the equipment, or a set of archives.
31-40	**Seeker / Collector**	Searching actively for a specific physical item or a piece of forgotten lore.
41-50	**Artisan / Specialist**	Working on a complex project; fixing a machine, creating a piece of art, or crafting a medicine.
51-60	**Refugee / Traveler**	Fleeing a bad situation; passing through; seeking a safe place to rest.
61-70	**Guard / Soldier**	Protecting a specific person, object, or perimeter as part of a larger force.
71-80	**Preacher / Idealist**	Attempting to spread a message, recruit new members, or enact a major social change.
81-90	**Rival / Competitor**	Working on the same objective as the PC but intends to claim the prize first.
91-00	**Servant / Dependent**	Tied to a specific, more powerful entity (NPC or organization) and acting on its behalf.

ITEM & TREASURE ORACLES

ITEM TYPE

Roll a d100 on this table. This defines the category or base function of a discovered object or reward.

Roll	Item Type	Description Example
1-10	**Weapon**	A tool of conflict: sword, laser rifle, specialized trap, or powerful staff.
11-20	**Armor / Shield**	Something providing physical or energetic protection, or a defensive field generator.
21-30	**Tool / Utility**	A piece of equipment used for a specific trade, survival, or problem-solving task (e.g., grappling hook, universal keycard).
31-40	**Artifact / Relic**	An item of extreme age or mystical/historical significance. Often unique or non-functional.
41-50	**Container / Storage**	A box, satchel, sealed vault, or specialized holding cell for other items.
51-60	**Information / Data**	A scroll, data chip, ancient map, encoded message, or a piece of crucial testimony.
61-70	**Currency / Wealth**	A large sum of money, precious gems, valuable resources, or a tradable security bond.
71-80	**Vehicle / Mount Component**	A specific part, upgrade, or critical piece of a larger transportation system.
81-90	**Consumable / Medicine**	A potion, single-use power cell, exotic foodstuff, or specialized field medic kit.
91-00	**Trinket / Curiosity**	A small, odd, or purely aesthetic object. It may have minor or hidden utility.

ITEM CONDITION / STATUS

Roll a d100 on this table. This describes the current state or physical condition of the item when found.

Roll	Condition / Status	Implication
1-15	**Pristine**	Flawless, new, or perfectly maintained. Works as intended (or better).
16-30	**Scratched / Worn**	Shows heavy use and minor cosmetic damage. Functional, but aesthetics are poor.
31-45	**Rusty / Obscured**	Covered in grime, corrosion, or dirt. Needs cleaning or restoration to be clearly identified.
46-60	**Damaged / Broken**	Cracked, bent, or has a clear mechanical failure. Requires repair before use.
61-70	**Enchanted / Glowing**	Radiates a visible aura, light, or strange energy. Clearly magical or highly technical.
71-80	**Stolen / Marked**	Bears the emblem of a known organization or faction, indicating illicit origin.
81-90	**Temporary / Depleted**	Clearly intended for single or limited use; its power or charge is nearly gone.
91-00	**Sealed / Locked**	Encased in ice, magically warded, or requires a key/code to open or access.

CREATURE & FACTION ORACLES

FACTION / ENEMY MOTIVATION

Roll a d100 on this table. This defines the driving need or goal of a group or primary antagonist.

Roll	Motivation	Description Example
1-10	**Conquest / Expansion**	Driven to seize territory, conquer settlements, or dominate a region.
11-20	**Survival / Desperation**	Needs resources, sanctuary, or medicine to prevent its own collapse or extinction.
21-30	**Ideological Purity**	Wants to enforce a strict belief system, purge non-believers, or adhere to ancient laws.
31-40	**Revenge / Retribution**	Seeking vengeance for a past wrong committed against their group or leader.
41-50	**Hoarding / Isolation**	Gathers wealth, knowledge, or technology purely to keep it locked away from others.
51-60	**Scientific / Magical Study**	Focused on experimental research, often with disregard for others' safety.
61-70	**Defense of Homeland**	Fiercely protects a specific location, species, or traditional way of life.
71-80	**Exploration / Discovery**	Driven to find new worlds, hidden ruins, or unknown knowledge.
81-90	**Fame / Recognition**	Seeks glory, public praise, or political power through high-profile actions.
91-00	**Chaos / Destruction**	Acts purely to cause disorder, break systems, or revel in anarchy.

CREATURE / OPPONENT QUIRK

Roll a d100 on this table. This provides a unique combat or behavioral trait for an individual creature or opponent.

Roll	Quirk	Suggested Application
1-15	**Overly Aggressive**	Ignores tactics and allies; focuses on closing the distance and direct attack.
16-30	**Stealth Specialist**	Moves silently and uses environment to hide; prefers ambush or hit-and-run tactics.
31-45	**Regenerative**	Recovers from damage quickly; must be utterly destroyed to be stopped.
46-60	**Elemental Weakness**	Immune to common damage types but suffers massive damage from a specific element (e.g., fire, sonic).
61-75	**Loot Obsession**	Driven to protect or recover a single valuable item; may ignore the PCs if the item is threatened elsewhere.
76-90	**Mimicry / Adaptation**	Can copy an opponent's abilities, appearance, or voice after a period of observation.
91-00	**Hypnotic Presence**	Affects the minds of observers, causing fear, fascination, or confusion on sight.

WORLD DETAIL & LORE ORACLES

LORE & SECRET DISCOVERY

Roll a d100 on this table. This defines the nature of a historical secret or hidden truth the player uncovers.

Roll	Discovery Type	Narrative Implication
1-10	**Lost Technology**	Finding the plans, remnants, or knowledge of an advanced, forgotten invention.
11-20	**Ancient Prophecy**	Uncovering a cryptic prediction about the current age, a character, or a major future event.
21-30	**Hidden Weakness**	Learning a critical vulnerability of a major enemy, monster, or structure.
31-40	**True Identity**	Revealing that a known figure (ally or enemy) is actually someone else, or of a different species/origin.
41-50	**Contradictory History**	Finding evidence that a major historical event or accepted truth is a complete lie.
51-60	**Secretive Mastermind**	Discovering the existence of a subtle, higher power manipulating current events.
61-70	**Dimensional Instability**	Learning that the fabric of reality in the region is compromised, leading to strange occurrences.
71-80	**Cursed Lineage**	Uncovering a supernatural curse or genetic flaw afflicting a family, bloodline, or species.
81-90	**Alternate Location**	Finding directions or a map to a parallel dimension, pocket reality, or previously unknown area.
91-00	**Forbidden Ritual**	Learning a dark, dangerous sequence of actions that grants great power but has a terrible cost.

ENVIRONMENT MOOD / AMBIENCE

Roll a d100 on this table. This sets the emotional tone or sensory experience of the current scene or area.

Roll	Mood / Ambience	Sensory Detail
1-10	**Tense / Ominous**	The air is heavy; sounds are muffled; a feeling of being watched.
11-20	**Melancholy / Sad**	A sense of deep loss and lingering regret; the place feels abandoned and weep worn.
21-30	**Vibrant / Energetic**	Bright colors, chaotic activity, constant movement, and loud, joyous sounds.
31-40	**Silent / Still**	An unnatural, absolute quiet. No wind, no birds, no machinery working.
41-50	**Oppressive / Suffocating**	Difficulty breathing, low light, dense heat or overwhelming cold, feeling trapped.
51-60	**Ethereal / Dreamlike**	Colors bleed together; sounds echo strangely; objects seem to shimmer or shift slightly.
61-70	**Toxic / Corrupt**	The air smells foul; plants are warped; the ground is discolored or slick with residue.
71-80	**Warm / Welcoming**	Pleasant smells (food, woodsmoke); soft lighting; comfortable temperature.
81-90	**Frenzied / Chaotic**	Panic, shouting, rapid uncoordinated movement; things breaking; high energy danger.
91-00	**Boring / Mundane**	Nothing special; perfectly ordinary in every detail; quiet, regular traffic, routine noise.

CHALLENGE ORACLES

CHALLENGE TYPE

Roll a d100 on this table. This defines the nature of the immediate obstacle the player must overcome.

Roll	Challenge Type	Description Example
1-15	**Physical Obstacle**	A wall, locked door, collapsed tunnel, or dangerous chasm must be bypassed.
16-30	**Combat Encounter**	An enemy (or group) must be defeated, captured, or driven off.
31-45	**Social Conflict**	An NPC must be persuaded, lied to, intimidated, or charmed to give information/passage.
46-60	**Puzzle / Riddle**	A device or question requires logic, knowledge, or specific steps to unlock.
61-70	**Environmental Hazard**	Dealing with a natural or technical threat like a blizzard, radiation leak, or poison gas.
71-80	**Tracking / Searching**	Following faint clues to find a hidden person or item before a deadline.
81-90	**Maintenance / Repair**	A critical machine, vehicle, or magical component is broken and must be fixed under pressure.
91-00	**Test of Morality**	A choice that forces the PC to sacrifice a goal, resource, or person for the greater good (or their own benefit).

CONSEQUENCE / PLOT TWIST

Roll a d100 on this table. Use this when a check succeeds, fails, or when a major event concludes to determine the immediate fallout.

Roll	Consequence / Twist	Impact on the Story
1-15	**Unexpected Resource**	The PC gains an extra item, ally, or critical piece of information they were not seeking.
16-30	**Enemy Escalation**	The primary enemy is now stronger, better informed, or has gained a powerful new resource.
31-45	**New Location Revealed**	The challenge success/failure opens up a previously hidden route or area of interest.
46-60	**Innocent Harmed**	An unrelated NPC or bystander is accidentally or intentionally injured or killed.
61-70	**Time Constraint**	A countdown or deadline (literal or metaphorical) has started for the next objective.
71-80	**Reputation Shift**	The PC's standing with a major faction or the general public changes significantly (better or worse).
81-90	**Physical Damage Taken**	The PC or their equipment suffers direct damage, injury, or loss of resources.
91-00	**Reverse Alignment**	An ally switches to becoming an enemy (or vice versa) due to the event's outcome.

GATEWAY RPG

Starter Bestiary

Using the GATEWAY RPG Starter Bestiary

This Starter Bestiary provides a collection of starter creatures and adversaries to help Game Masters quickly populate their world with engaging challenges. While these stat blocks offer a solid foundation, don't be afraid to modify them to fit your story.

Adjust their stats, grant them unique special abilities, or create entirely new creatures on the fly to keep your players on their toes. Whether you're running a tense duel with a master swordsman, an ambush by cunning bandits, or a clash with an ancient spirit, these enemies are meant to inspire - not limit - your creativity. Adapt them as needed to craft thrilling encounters and unforgettable moments in your **GATEWAY RPG** campaign!

Table Legend

- **AC** = Armor Class also known for the creature's defense rating.
- **STD HP (Standard Hit Points)** = The creature's hit points calculated using the Standard Rules.
- **ADV HP (Advanced Hit Points)** = The creature's hit points calculated using the Advanced Rules Variant.
- **Proficiencies** = The skills on which the creature has an Advantage Roll.
- **Deficiencies** = The skills on which the creature has a Disadvantage Roll.
- **STD DMG (Standard Damage)** = The damage dealt by the creature using the Standard Rules.
- **ADV DMG (Advanced Damage)** = The damage dealt by the creature using the Advanced Rules Variant.
- **Size/Speed** = The size of the creature and its movement speed in feet per turn.

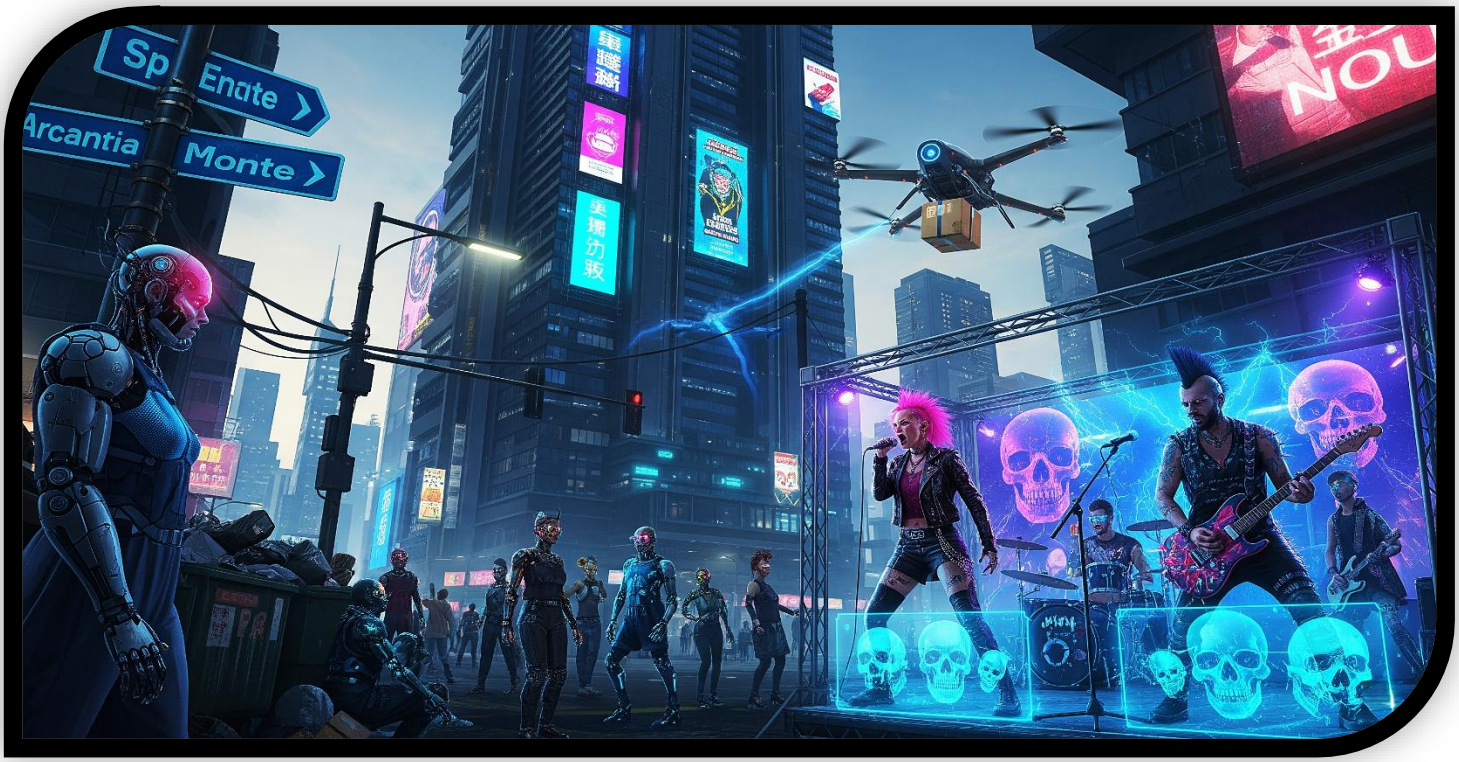
High Fantasy Setting

Name	Description	AC	STD HP	ADV HP	Proficiencies	Deficiencies	STD DMG	ADV DMG	Size/Speed
Goblin Scout	A nimble goblin sent ahead to scout enemy positions.	12	1 HP	6 HP	Dexterity	Strength	Rusty Dagger (1 DMG) melee	Rusty Dagger (1d6) melee	Small / 30ft
Goblin	A common goblin, quick and clever but physically weak.	12	2 HP	7 HP	Dexterity	Strength	Crude Shortsword (1 DMG) melee	Crude Shortsword (1d4) melee	Small / 30ft
Kobold Sneak	A small, reptilian trickster thriving in dark tunnels.	11	2 HP	8 HP	Dexterity	Constitution	Sharp Tooth (1 DMG) melee	Sharp Tooth (1d6) melee	Small / 30ft
Forest Sprite	A delicate fey with a mischievous glint in its eye.	13	2 HP	7 HP	Dexterity	Strength	Pixie Dust (1 DMG) ranged (10ft)	Pixie Dust (1d4) ranged (10ft)	Tiny / 10ft Land/20ft Fly

Tiny Imp	A minor demon known for causing small-scale chaos.	12	1 HP	6 HP	Dexterity	Wisdom	Claws (1 DMG) melee	Claws (1d6) melee	Tiny / 10ft Land / 20ft Fly
Skeleton Servant	A reanimated servant that follows simple commands without thought.	10	2 HP	10 HP	Constitution	Intelligence	Cracked Bone (1 DMG) melee	Cracked Bone (1d6) melee	Medium / 25ft
Pixie	A tiny, enchanting fey with a sparkly appearance.	13	2 HP	6 HP	Dexterity	Strength	Glitter Strike (1 DMG) melee	Glitter Strike (1d4) melee	Tiny/ 15 Land/30ft Fly
Sprite Bug	A miniature insectoid that often appears in groups.	11	1 HP	5 HP	Dexterity	Constitution	Bite (1 DMG) melee	Bite (1d4) melee	Tiny / 20ft
Fungal Zombie	A sluggish undead with a hint of fungal growth.	10	2 HP	12 HP	Constitution	Intelligence	Rotten Claw (1 DMG) melee	Rotten Claw (1d6) melee	Medium / 20ft
Mud Troll (Tiny)	A miniature troll from swampy regions, less fearsome than its kin.	12	4 HP	15 HP	Constitution	Intelligence	Slap (2 DMG) melee	Slap (1d8) melee	Small / 25ft
Ratkin	A rat-like humanoid, agile and always on the lookout for scraps.	11	2 HP	8 HP	Dexterity	Charisma	Gnaw (1 DMG) melee	Gnaw (1d6) melee	Small / 30ft
Lizardkin Scout	A small reptilian creature that roams ancient ruins.	12	2 HP	10 HP	Dexterity	Wisdom	Serrated Bite (1 DMG) melee	Serrated Bite (1d6) melee	Medium / 30ft

Miniature Golem	A tiny animated construct of rusted metal and stone.	10	3 HP	15 HP	Constitution	Dexterity	Rusty Fist (2 DMG) melee	Rusty Fist (1d8) melee	Small / 20ft
Shadow Assassin	A mysterious killer that strikes unseen from the gloom.	14	4 HP	14 HP	Dexterity	Constitution	Silent Blade (2 DMG) melee	Silent Blade (2d4) melee	Medium / 40ft
Dire Wolf	A larger, ferocious wolf with razor-sharp fangs and a fearsome howl.	13	5 HP	18 HP	Dexterity	Intelligence	Bite (3 DMG) melee	Bite (1d8) melee	Large / 50ft
Minotaur	A bull-headed warrior whose relentless fury challenges any who oppose it.	14	5 HP	22 HP	Strength	Intelligence	Greataxe (3 DMG) melee	Greataxe (2d6) melee	Large / 40ft
Bandit Captain	A cunning and ruthless leader inspiring fear among his underlings.	13	4 HP	16 HP	Dexterity, Charisma	Wisdom	Cutlass (2 DMG) melee	Cutlass (1d8) melee	Medium / 30ft
Bugbear Stalker	A hulking predator that lurks in the shadows, striking unexpectedly.	14	5 HP	20 HP	Strength	Charisma	Club Smash (3 DMG) melee	Club Smash (2d6) melee	Medium / 30ft
Ogreskin Brute	A hulking, crude warrior with raw power.	13	5 HP	24 HP	Strength	Intelligence	Heavy Club (3 DMG) melee	Heavy Club (2d8) melee	Large / 30ft

Drakeling	A small, dragon-like predator with sharp talons and fiery eyes.	14	5 HP	18 HP	Strength	Intelligence	Talon Strike (3 DMG) melee	Talon Strike (2d6) melee	Medium / 30ft Land/60ft Fly
Goblin Archer	A goblin trained in ranged combat, often found in raiding parties.	12	2 HP	8 HP	Dexterity	Strength	Shortbow (1 DMG) ranged (30ft)	Shortbow (1d6) ranged (30ft)	Small / 30ft
Cave Spider	A small but venomous spider lurking in dark places.	12	2 HP	6 HP	Dexterity	Intelligence	Venomous Bite (1 DMG) melee	Venomous Bite (1d4) melee	Small / 20ft Land and Climb
Bandit Thug	A low-level enforcer used for intimidation and extortion.	11	3 HP	10 HP	Strength	Wisdom	Club (2 DMG) melee	Club (1d6) melee	Medium / 30ft
Skeletal Archer	A reanimated undead skilled with a bow.	10	2 HP	10 HP	Dexterity	Intelligence	Longbow (2 DMG) ranged (40ft)	Longbow (1d6) ranged (40ft)	Medium / 30ft
Swamp Lurker	A slimy, amphibious creature that ambushes prey.	11	3 HP	12 HP	Constitution	Dexterity	Tentacle Lash (2 DMG) melee	Tentacle Lash (1d6) melee	Medium / 10ft Land/20ft Swim
Blighted Entling	A small, corrupted sapling that lashes out with rotting vines.	11	3 HP	14 HP	Constitution	Dexterity	Vine Whip (2 DMG) melee	Vine Whip (1d8) melee	Small / 20ft
Flame Mephit	A volatile creature of living smoke and embers that burns to the touch.	12	1 HP	7 HP	Dexterity	Strength	Ember Spit (2 DMG) ranged (20ft)	Ember Spit (1d6) ranged (20ft)	Tiny / 15ft Land / 30ft Fly



Cyberpunk Setting

Name	Description	AC	STD HP	ADV HP	Proficiencies	Deficiencies	STD DMG	ADV DMG	Size/Speed
Street Thug	A low-level enforcer who relies on brute force and intimidation.	12	2 HP	8 HP	Strength	Intelligence	Brass Knuckles (1 DMG) melee	Brass Knuckles (1d6) melee	Medium / 30ft
Cyber Goon	A corporate security guard trained for suppression, not combat.	13	2 HP	7 HP	Constitution	Wisdom	Stun Baton (1 DMG) melee	Stun Baton (1d4) melee	Medium / 30ft
Data Runner	A hacker who deals in stolen information, evading law enforcement.	11	2 HP	8 HP	Dexterity	Strength	Holdout Pistol (1 DMG) ranged (20ft)	Holdout Pistol (1d6) ranged (20ft)	Small / 30ft
Augmented Punk	A cyber-enhanced street fighter with crude implants.	12	2 HP	7 HP	Strength	Intelligence	Cybernetic Claw (1 DMG) melee	Cybernetic Claw (1d4) melee	Medium / 30ft

Riot Drone	A robotic enforcer programmed for non-lethal compliance.	10	3 HP	10 HP	Constitution	Dexterity	Shock Pulse (2 DMG) melee	Shock Pulse (1d6) melee	Medium / 25ft
Black Market Dealer	A shifty merchant dealing in illegal cyberware.	12	2 HP	6 HP	Charisma	Strength	Concealed Blade (1 DMG) melee	Concealed Blade (1d4) melee	Small / 30ft
CyberNinja	A stealth operative with advanced cloaking technology.	14	4 HP	14 HP	Dexterity	Constitution	Monofilament Blade (2 DMG) melee	Monofilament Blade (2d4) melee	Medium / 40ft
Corporate Agent	A covert operative skilled in espionage and sabotage.	13	5 HP	10 HP	Intelligence	Charisma	Silenced Pistol (2 DMG) ranged (30ft)	Silenced Pistol (1d6) ranged (30ft)	Medium / 30ft
Mercenary	A professional soldier for hire with military-grade equipment.	15	5 HP	12 HP	Strength	Wisdom	Assault Rifle (3 DMG) ranged (40ft)	Assault Rifle (1d8) ranged (40ft)	Medium / 30ft
Mech Enforcer	A heavily armored combat drone built for urban suppression.	16	6 HP	15 HP	Constitution	Dexterity	Plasma Cannon (3 DMG) ranged (50ft)	Plasma Cannon (2d6) ranged (50ft)	Large / 30ft
Cyber Lich	A former human who uploaded their consciousness into the net.	18	8 HP	20 HP	Intelligence	Strength	Viral Surge (3 DMG) ranged (50ft)	Viral Surge (2d6) ranged (50ft)	Medium / 30ft
Street Hacker	A rogue digital infiltrator breaking into corporate systems.	11	2 HP	7 HP	Intelligence	Strength	Neural Disruptor (1 DMG) ranged (20ft)	Neural Disruptor (1d4) ranged (20ft)	Small / 30ft

Cybernetic Brawler	A gang enforcer with reinforced cybernetic limbs.	13	3 HP	9 HP	Strength	Dexterity	Metal Fists (2 DMG) melee	Metal Fists (1d6) melee	Medium / 30ft
Security Spiderbot	A four-legged autonomous sentry with built-in surveillance.	12	4 HP	10 HP	Dexterity	Charisma	Laser Shot (2 DMG) ranged (30ft)	Laser Shot (1d6) ranged (30ft)	Small / 40ft Land / 20ft Climb
Cyber Cultist	A fanatic worshipper of AI gods, often enhanced with cyberware.	12	3 HP	8 HP	Charisma	Wisdom	Ritual Blade (2 DMG) melee	Ritual Blade (1d6) melee	Medium / 30ft
Drone Swarm	A coordinated group of small surveillance and attack drones.	14	5 HP	12 HP	Dexterity	Constitution	Micro Lasers (3 DMG) ranged (40ft)	Micro Lasers (2d4) ranged (40ft)	Tiny / 30ft Land / 40ft Fly
Black Ops Sniper	A highly trained assassin specializing in long-range eliminations.	15	4 HP	10 HP	Dexterity	Constitution	Railgun (3 DMG) ranged (60ft)	Railgun (1d8) ranged (60ft)	Medium / 30ft
Cybernetic Enhanced Hound	A guard dog upgraded with combat implants.	13	4 HP	10 HP	Strength	Intelligence	Bite (2 DMG) melee	Bite (1d6) melee	Medium / 50ft
Rogue AI Avatar	A digital entity manifesting in robotic or cybernetic bodies.	16	5 HP	14 HP	Intelligence	Strength	Energy Blast (3 DMG) ranged (50ft)	Energy Blast (2d6) ranged (50ft)	Medium / 30ft
Underworld Kingpin	A crime boss controlling vast illicit networks.	15	6 HP	15 HP	Charisma	Wisdom	Heavy Pistol (3 DMG) ranged (30ft)	Heavy Pistol (1d8) ranged (30ft)	Medium / 30ft

Cyber Wraith	A ghostly hacker whose consciousness is bound to cyberspace.	14	5 HP	12 HP	Intelligence	Constitution	Digital Strike (2 DMG) ranged (30ft)	Digital Strike (1d6) ranged (30ft)	Medium / 30ft
Military Warbot	A heavily armed autonomous war machine used in urban conflicts.	17	8 HP	18 HP	Constitution	Dexterity	Auto-Cannon (3 DMG) ranged (50ft)	Auto-Cannon (2d6) ranged (50ft)	Large / 30ft
Synth Assassin	A humanoid android designed for silent eliminations.	16	5 HP	12 HP	Dexterity	Charisma	Plasma Knife (3 DMG) melee	Plasma Knife (1d8) melee	Medium / 40ft
Corporate CEO	A ruthless executive with top-tier cybernetic enhancements.	18	7 HP	20 HP	Charisma	Wisdom	Shock Gauntlet (3 DMG) melee	Shock Gauntlet (2d6) melee	Medium / 30ft
Scavenger Bot	A small, erratic drone programmed to strip metal from living targets.	11	2 HP	6 HP	Dexterity	Strength	Cutting Torch (1 DMG) melee	Cutting Torch (1d4) melee	Small / 30ft
Chem-Freak	A desperate combatant fueled by volatile, performance-enhancing drugs.	12	4 HP	12 HP	Strength, Constitution	Intelligence	Spiked Pipe (2 DMG) melee	Spiked Pipe (1d8) melee	Medium / 40ft
Riot Shield Unit	A heavy corporate guard optimized for holding the line and absorbing fire.	17	6 HP	16 HP	Constitution	Dexterity	Kinetic Baton (2 DMG) melee	Kinetic Baton (1d6) melee	Medium / 20ft
Net-Glitch Horror	A corrupted digital projection that leaks into the physical world via AR.	15	6 HP	18 HP	Intelligence	Constitution	Logic Bomb (3 DMG) ranged (40ft)	Logic Bomb (2d8) ranged (40ft)	Medium / 30ft (Hover)

Wild West Setting

Name	Description	AC	STD HP	ADV HP	Proficiencies	Deficiencies	STD DMG	ADV DMG	Size/Speed
Outlaw Bandit	A common criminal, robbing stagecoaches and travelers.	12	2 HP	8 HP	Dexterity	Wisdom	Revolver (1 DMG) ranged (30ft)	Revolver (1d6) ranged (30ft)	Medium / 30ft
Drunken Brawler	A saloon troublemaker who fights dirty.	11	2 HP	7 HP	Strength	Dexterity	Fist (1 DMG) melee	Fist (1d4) melee	Medium / 30ft
Snake Oil Salesman	A fast-talking conman selling fake remedies.	10	2 HP	6 HP	Charisma	Strength	Hidden Dagger (1 DMG) melee	Hidden Dagger (1d4) melee	Small / 30ft
Ranch Hand	A hardworking cowboy with a strong punch.	12	3 HP	8 HP	Strength	Intelligence	Lasso (1 DMG) melee	Lasso (1d4) melee	Medium / 30ft

Sheriff	A lawman dedicated to keeping order in town.	14	5 HP	12 HP	Constitution	Charisma	Revolver (2 DMG) ranged (40ft)	Revolver (1d6) ranged (40ft)	Medium / 30ft
Deputy	A young enforcer learning the ropes.	13	3 HP	9 HP	Dexterity	Strength	Rifle (2 DMG) ranged (50ft)	Rifle (1d6) ranged (50ft)	Medium / 30ft
Train Robber	A daring outlaw targeting locomotives.	12	4 HP	10 HP	Dexterity	Constitution	Revolver (2 DMG) ranged (30ft)	Revolver (1d6) ranged (30ft)	Medium / 30ft
Snake Charmer	A mysterious wanderer wielding venomous snakes.	12	2 HP	7 HP	Charisma	Wisdom	Snake Bite (2 DMG) melee	Snake Bite (1d6) melee	Small / 30ft
Bounty Hunter	A relentless pursuer tracking down criminals.	15	5 HP	12 HP	Dexterity	Constitution	Shotgun (3 DMG) ranged (20ft)	Shotgun (1d8) ranged (20ft)	Medium / 30ft
Gambler	A card shark who cheats and fights when caught.	12	3 HP	9 HP	Charisma	Intelligence	Derringer (1 DMG) ranged (15ft)	Derringer (1d4) ranged (15ft)	Medium / 30ft
Cattle Rustler	A horse thief and smuggler of stolen livestock.	13	4 HP	10 HP	Strength	Dexterity	Branding Iron (2 DMG) melee	Branding Iron (1d6) melee	Medium / 30ft
Tribal Warrior	A skilled fighter protecting their land.	14	4 HP	10 HP	Strength	Charisma	Tomahawk (2 DMG) melee	Tomahawk (1d6) melee	Medium / 30ft
Moonshiner	An outlaw brewer running illegal distilleries.	12	3 HP	8 HP	Constitution	Dexterity	Molotov (2 DMG) ranged (20ft)	Molotov (1d6) ranged (20ft)	Medium / 30ft

Gold Rush Prospector	A lucky but frail old miner searching for fortune.	10	2 HP	7 HP	Wisdom	Strength	Pickaxe (1 DMG) melee	Pickaxe (1d4) melee	Medium / 30ft
Mountain Man	A rugged survivalist skilled in wilderness combat.	14	5 HP	12 HP	Constitution	Charisma	Hunting Knife (2 DMG) melee	Hunting Knife (1d6) melee	Medium / 30ft
Outlaw Leader	A ruthless gang boss commanding a band of criminals.	15	6 HP	15 HP	Charisma	Wisdom	Lever-Action Rifle (3 DMG) ranged (40ft)	Lever-Action Rifle (1d8) ranged (40ft)	Medium / 30ft
Stagecoach Driver	A seasoned traveler skilled at handling horses.	13	3 HP	9 HP	Dexterity	Constitution	Shotgun (3 DMG) ranged (20ft)	Shotgun (1d8) ranged (20ft)	Medium / 30ft
Buffalo Hunter	A skilled marksman who specializes in hunting large prey.	14	4 HP	10 HP	Dexterity	Strength	Long Rifle (3 DMG) ranged (60ft)	Long Rifle (1d8) ranged (60ft)	Medium / 30ft
Town Drunk	A harmless but unpredictable barfly.	10	2 HP	6 HP	Constitution	Dexterity	Broken Bottle (1 DMG) melee	Broken Bottle (1d4) melee	Medium / 30ft
Civil War Veteran	A grizzled soldier with battlefield experience.	15	5 HP	12 HP	Constitution	Wisdom	Musket (3 DMG) ranged (50ft)	Musket (1d8) ranged (50ft)	Medium / 30ft
Gunfighter	A deadly quick-draw duelist feared across the frontier.	16	6 HP	15 HP	Dexterity	Constitution	Six-Shooter (3 DMG) ranged (30ft)	Six-Shooter (2d6) ranged (30ft)	Medium / 30ft

Train Conductor	A railway official willing to defend their train.	12	3 HP	8 HP	Intelligence	Strength	Wrench (2 DMG) melee	Wrench (1d6) melee	Medium / 30ft
Desert Nomad	A wanderer surviving in the harshest of environments.	13	4 HP	9 HP	Constitution	Charisma	Spear (2 DMG) melee	Spear (1d6) melee	Medium / 30ft
Ranch Owner	A wealthy cattle baron with influence and hired guns.	15	7 HP	20 HP	Charisma	Dexterity	Custom Revolver (3 DMG) ranged (40ft)	Custom Revolver (2d6) ranged (40ft)	Medium / 30ft
Pinkerton Agent	A cold, professional investigator hired to hunt outlaws at any cost.	14	4 HP	11 HP	Intelligence, Wisdom	Charisma	Heavy Cane (2 DMG) melee	Heavy Cane (1d6) melee	Medium / 30ft
Dynamite Expert	A volatile demolitionist who prefers solving problems with a big bang.	11	3 HP	9 HP	Dexterity	Wisdom	Dynamite (3 DMG) ranged (20ft)	Dynamite (2d6) ranged (20ft)	Medium / 30ft
Territorial Cougar	A sleek mountain predator that stalks the canyons for easy prey.	13	4 HP	12 HP	Dexterity	Intelligence	Pounce/Claws (2 DMG) melee	Pounce/Claws (1d8) melee	Medium / 50ft
Desperado	A man with nothing left to lose, fighting with wild, reckless abandon.	12	5 HP	14 HP	Strength, Constitution	Wisdom	Twin Revolvers (3 DMG) ranged (30ft)	Twin Revolvers (1d10) ranged (30ft)	Medium / 30ft
Frontier Scout	A master of the terrain who uses the environment to ambush intruders.	14	3 HP	10 HP	Dexterity, Wisdom	Strength	Repeating Carbine (2 DMG) ranged (50ft)	Repeating Carbine (1d8) ranged (50ft)	Medium / 30ft

Post Apocalyptic Wasteland Setting

Name	Description	AC	STD HP	ADV HP	Proficiencies	Deficiencies	STD DMG	ADV DMG	Size/Speed
Wasteland Raider	A ruthless scavenger looting the ruins for supplies.	12	2 HP	8 HP	Dexterity	Intelligence	Rusty Machete (1 DMG) melee	Rusty Machete (1d6) melee	Medium / 30ft
Mutant Brute	A hulking, muscle-bound survivor warped by radiation.	14	4 HP	12 HP	Strength	Dexterity	Fist Smash (2 DMG) melee	Fist Smash (1d6) melee	Large / 30ft
Scavenger	A survivor adept at finding scrap and avoiding trouble.	11	2 HP	7 HP	Dexterity	Strength	Makeshift Pistol (1 DMG) ranged (20ft)	Makeshift Pistol (1d6) ranged (20ft)	Medium / 30ft

Rad-Rat	A giant mutated rat thriving in the wasteland.	10	1 HP	5 HP	Dexterity	Constitution	Bite (1 DMG) melee	Bite (1d4) melee	Small / 40ft
Ghoul	A former human twisted by radiation into an undead horror.	12	3 HP	9 HP	Constitution	Intelligence	Clawed Hands (2 DMG) melee	Clawed Hands (1d6) melee	Medium / 30ft
Bandit Leader	A cunning warlord leading a pack of raiders.	14	5 HP	12 HP	Charisma	Wisdom	Revolver (2 DMG) ranged (30ft)	Revolver (1d6) ranged (30ft)	Medium / 30ft
Scrap-Bot	An autonomous machine still functioning after the war.	13	4 HP	10 HP	Constitution	Dexterity	Laser Shot (2 DMG) ranged (30ft)	Laser Shot (1d6) ranged (30ft)	Small / 30ft Land / 20ft Climb
Cannibal Survivor	A desperate human resorting to hunting others for food.	12	3 HP	8 HP	Strength	Charisma	Rusted Cleaver (2 DMG) melee	Rusted Cleaver (1d6) melee	Medium / 30ft
Toxic Sludge Spawn	A glob of radioactive waste given horrific life.	10	3 HP	9 HP	Constitution	Dexterity	Acid Spit (2 DMG) ranged (20ft)	Acid Spit (1d6) ranged (20ft)	Small / 20ft
Mutant Dog	A vicious mutated canine with extra limbs.	13	3 HP	9 HP	Strength	Intelligence	Bite (2 DMG) melee	Bite (1d6) melee	Medium / 50ft
Highway Marauder	A ruthless biker preying on travelers.	14	4 HP	10 HP	Dexterity	Wisdom	Sawed-Off Shotgun (3 DMG) ranged (15ft)	Sawed-Off Shotgun (1d8) ranged (15ft)	Medium / 30ft

Wasteland Sniper	A lone gunman picking off targets from the ruins.	15	5 HP	12 HP	Dexterity	Constitution	Hunting Rifle (3 DMG) ranged (60ft)	Hunting Rifle (1d8) ranged (60ft)	Medium / 30ft
Feral Ghoul	A rabid, mindless mutant attacking anything that moves.	12	4 HP	10 HP	Strength	Intelligence	Claw Rake (2 DMG) melee	Claw Rake (1d6) melee	Medium / 30ft
Radioactive Scorpion	A giant scorpion infused with toxic energy.	14	5 HP	12 HP	Dexterity	Constitution	Stinger (3 DMG) melee	Stinger (1d8) melee	Medium / 40ft
Warlord	A power-armored tyrant ruling over a wasteland settlement.	16	6 HP	15 HP	Charisma	Dexterity	Plasma Rifle (3 DMG) ranged (40ft)	Plasma Rifle (2d6) ranged (40ft)	Medium / 30ft
Bullet Farmer	A merchant thriving on the last remnants of ammunition.	12	3 HP	9 HP	Intelligence	Strength	Revolver (2 DMG) ranged (30ft)	Revolver (1d6) ranged (30ft)	Medium / 30ft
War Beast	A massive, four-armed mutant gorilla bred for war.	15	6 HP	14 HP	Strength	Intelligence	Power Slam (3 DMG) melee	Power Slam (2d6) melee	Large / 40ft
Charred Stalker	A nuclear fire-wielding ghoul haunting the wastelands.	13	4 HP	10 HP	Constitution	Wisdom	Flame Burst (3 DMG) ranged (20ft)	Flame Burst (1d8) ranged (20ft)	Medium / 30ft
Ruined Bunker AI	A corrupted AI still defending its long-abandoned base.	16	5 HP	12 HP	Intelligence	Strength	Auto-Turret (3 DMG) ranged (50ft)	Auto-Turret (2d6) ranged (50ft)	Large / 30ft

Steel Legionnaire	A wasteland knight clad in makeshift power armor.	15	6 HP	15 HP	Constitution	Dexterity	Scrap Blade (3 DMG) melee	Scrap Blade (1d8) melee	Medium / 30ft
Poisonous Mirelurker	A monstrous amphibious mutant lurking in irradiated swamps.	13	5 HP	12 HP	Dexterity	Strength	Claw Strike (3 DMG) melee	Claw Strike (1d8) melee	Medium / 30ft Land / 20ft Swim
Raider Warchief	A heavily armed leader of a wasteland raider clan.	15	7 HP	18 HP	Strength	Wisdom	Heavy Machine Gun (4 DMG) ranged (50ft)	Heavy Machine Gun (2d8) ranged (50ft)	Medium / 30ft
Ghost Walker	A legendary nomad who moves unseen through the ruins.	14	5 HP	12 HP	Dexterity	Constitution	Silenced Pistol (2 DMG) ranged (30ft)	Silenced Pistol (1d6) ranged (30ft)	Medium / 30ft
Atomic Horror	A glowing, eldritch beast born of nuclear fire.	18	8 HP	20 HP	Intelligence	Constitution	Radiation Wave (4 DMG) ranged (50ft)	Radiation Wave (2d8) ranged (50ft)	Large / 30ft
Vault Guardian	A highly disciplined soldier in pristine pre-war armor defending lost tech.	16	6 HP	16 HP	Strength, Dexterity	Intelligence	Shock Baton (3 DMG) melee	Shock Baton (1d10) melee	Medium / 30ft
Bloat-Fly	A hovering, mutated insect that ejects parasitic larvae at a distance.	11	2 HP	6 HP	Dexterity	Constitution	Larva Spit (1 DMG) ranged (30ft)	Larva Spit (1d4 DMG) ranged (30ft)	Small/40ft Fly

Lovecraftian Horror Setting

Name	Description	AC	STD HP	ADV HP	Proficiencies	Deficiencies	STD DMG	ADV DMG	Size/Speed
Cultist Zealot	A fanatic devoted to an eldritch entity.	12	2 HP	8 HP	Charisma	Wisdom	Ritual Dagger (1 DMG) melee	Ritual Dagger (1d6) melee	Medium / 30ft
Hooded Acolyte	A low-ranking cultist skilled in forbidden rites.	11	2 HP	7 HP	Intelligence	Strength	Shadow Bolt (1 DMG) ranged (20ft)	Shadow Bolt (1d6) ranged (20ft)	Medium / 30ft
Street Tough	A hired thug working for the cult.	12	3 HP	9 HP	Strength	Dexterity	Brass Knuckles (2 DMG) melee	Brass Knuckles (1d6) melee	Medium / 30ft
Mad Preacher	A raving lunatic spouting cosmic truths.	10	2 HP	6 HP	Charisma	Constitution	Cursed Words (1 DMG) ranged (10ft)	Cursed Words (1d4) ranged (10ft)	Medium / 30ft

Private Investigator	A hardened detective searching for the truth.	13	4 HP	10 HP	Dexterity	Wisdom	Revolver (2 DMG) ranged (30ft)	Revolver (1d6) ranged (30ft)	Medium / 30ft
Mafia Enforcer	A mobster caught up in eldritch dealings.	14	5 HP	12 HP	Strength	Intelligence	Tommy Gun (3 DMG) ranged (40ft)	Tommy Gun (1d8) ranged (40ft)	Medium / 30ft
Ghoul Servant	A half-decayed minion bound to the cult.	12	3 HP	8 HP	Constitution	Intelligence	Clawed Hands (2 DMG) melee	Clawed Hands (1d6) melee	Medium / 30ft
Crazed Librarian	A former scholar driven mad by forbidden knowledge.	11	2 HP	7 HP	Intelligence	Strength	Arcane Blast (1 DMG) ranged (20ft)	Arcane Blast (1d6) ranged (20ft)	Medium / 30ft
Deep One Hybrid	A human tainted by the blood of oceanic horrors.	13	4 HP	10 HP	Constitution	Charisma	Webbed Claws (2 DMG) melee	Webbed Claws (1d6) melee	Medium / 30ft Land / 20ft Swim
Shadow Stalker	A spectral assassin haunting investigators.	14	5 HP	12 HP	Dexterity	Constitution	Shadow Blade (3 DMG) melee	Shadow Blade (1d8) melee	Medium / 30ft
Brain Parasite	A writhing creature that controls minds.	10	1 HP	5 HP	Intelligence	Strength	Psychic Screech (2 DMG) ranged (20ft)	Psychic Screech (1d6) ranged (20ft)	Small / 30ft
Fungal Horror	A writhing mass of mold-like flesh.	12	3 HP	9 HP	Constitution	Dexterity	Acidic Tendrils (2 DMG) melee	Acidic Tendrils (1d6) melee	Medium / 20ft
Starborn Entity	A glowing being from beyond the void.	15	5 HP	12 HP	Intelligence	Strength	Cosmic Pulse (3 DMG) ranged (40ft)	Cosmic Pulse (1d8) ranged (40ft)	Medium / 30ft
Flesh Golem	A reanimated corpse stitched together by cultists.	14	6 HP	14 HP	Strength	Dexterity	Bone-Crushing Fists (3 DMG) melee	Bone-Crushing Fists (2d6) melee	Large / 30ft

Dream Eater	A nightmare creature that feeds on sleeping victims.	13	4 HP	10 HP	Dexterity	Constitution	Phantom Bite (2 DMG) melee	Phantom Bite (1d6) melee	Medium / 30ft
Cosmic Horror Spawn	A writhing tentacled abomination.	16	7 HP	18 HP	Constitution	Dexterity	Tentacle Lash (4 DMG) melee	Tentacle Lash (2d8) melee	Large / 30ft
Whispering Phantom	A ghostly voice driving people to madness.	12	3 HP	8 HP	Charisma	Strength	Maddening Whispers (2 DMG) ranged (30ft)	Maddening Whispers (1d6) ranged (30ft)	Medium / 30ft
Serpent Cult High Priest	A leader of dark rituals worshipping ancient deities.	14	5 HP	12 HP	Charisma	Dexterity	Cursed Staff (3 DMG) melee	Cursed Staff (1d8) melee	Medium / 30ft
The Crawling Hunger	A mass of writhing limbs and mouths.	18	8 HP	20 HP	Strength	Constitution	Devouring Maw (4 DMG) melee	Devouring Maw (2d8) melee	Large / 30ft
Raving Lunatic	A deranged cultist acting as a herald of the Old Ones.	11	2 HP	7 HP	Charisma	Intelligence	Rusty Knife (1 DMG) melee	Rusty Knife (1d4) melee	Medium / 30ft
Dimensional Lurker	A being that slips between realities.	15	6 HP	14 HP	Dexterity	Constitution	Reality Rend (3 DMG) melee	Reality Rend (1d8) melee	Medium / 30ft
Forbidden Tome Wraith	A spectral entity tied to a cursed book.	13	4 HP	10 HP	Intelligence	Strength	Ethereal Claws (2 DMG) melee	Ethereal Claws (1d6) melee	Medium / 30ft
The Thing in the Attic	A horrifying creature lurking in forgotten places.	14	5 HP	12 HP	Dexterity	Charisma	Chitinous Bite (3 DMG) melee	Chitinous Bite (1d8) melee	Medium / 30ft
Nameless Horror	A reality-warping creature from beyond comprehension.	19	10 HP	25 HP	Intelligence	Constitution	Unfathomable Grasp (4 DMG) melee	Unfathomable Grasp (2d8) melee	Large / 30ft

Space Opera Setting

Name	Description	AC	STD HP	ADV HP	Proficiencies	Deficiencies	STD DMG	ADV DMG	Size/Speed
Space Pirate	A ruthless plunderer raiding ships and colonies.	12	2 HP	8 HP	Dexterity	Wisdom	Laser Pistol (1 DMG) ranged (30ft)	Laser Pistol (1d6) ranged (30ft)	Medium / 30ft
Galactic Bounty Hunter	A mercenary tracking fugitives across the stars.	14	4 HP	10 HP	Dexterity	Constitution	Blaster Rifle (2 DMG) ranged (40ft)	Blaster Rifle (1d6) ranged (40ft)	Medium / 30ft
Starport Smuggler	A fast-talking rogue running illegal cargo.	12	3 HP	9 HP	Charisma	Strength	Holdout Pistol (1 DMG) ranged (20ft)	Holdout Pistol (1d4) ranged (20ft)	Medium / 30ft
Cybernetic Enforcer	A lawman enhanced with cybernetic augmentations.	15	5 HP	12 HP	Constitution	Dexterity	Shock Baton (2 DMG) melee	Shock Baton (1d6) melee	Medium / 30ft

Alien Mercenary	A brutal warrior from a warlike species.	13	4 HP	10 HP	Strength	Intelligence	Plasma Blade (2 DMG) melee	Plasma Blade (1d6) melee	Medium / 30ft
Security Drone	An autonomous defense unit programmed to guard restricted areas.	14	3 HP	9 HP	Constitution	Wisdom	Energy Disruptor (2 DMG) ranged (30ft)	Energy Disruptor (1d6) ranged (30ft)	Medium / 30ft
Rebel Saboteur	A skilled infiltrator fighting against the empire.	13	4 HP	10 HP	Dexterity	Constitution	Thermal Detonator (3 DMG) ranged (20ft)	Thermal Detonator (1d8) ranged (20ft)	Medium / 30ft
Noble Duelist	A high-class swordsman defending their honor.	14	4 HP	10 HP	Dexterity	Strength	Energy Rapier (2 DMG) melee	Energy Rapier (1d6) melee	Medium / 30ft
Mutant Abomination	A grotesque result of unethical genetic experiments.	15	6 HP	15 HP	Constitution	Dexterity	Clawed Strike (3 DMG) melee	Clawed Strike (1d8) melee	Large / 30ft
Infiltration Assassin	A stealth operative skilled in high-tech elimination.	14	5 HP	12 HP	Dexterity	Constitution	Plasma Dagger (3 DMG) melee	Plasma Dagger (1d8) melee	Medium / 30ft
Xeno-Hive Drone	A chitinous alien foot soldier serving its queen.	13	4 HP	10 HP	Strength	Charisma	Acidic Bite (2 DMG) melee	Acidic Bite (1d6) melee	Medium / 40ft
Space Marine	A heavily armed soldier trained for planetary invasions.	15	6 HP	14 HP	Strength	Wisdom	Heavy Blaster (3 DMG) ranged (50ft)	Heavy Blaster (1d8) ranged (50ft)	Medium / 30ft

Void Sorcerer	A mysterious being wielding strange cosmic forces.	16	6 HP	15 HP	Intelligence	Constitution	Dark Energy Blast (3 DMG) ranged (40ft)	Dark Energy Blast (2d6) ranged (40ft)	Medium / 30ft
War Mech	A towering battle robot armed with heavy weaponry.	17	8 HP	18 HP	Constitution	Dexterity	Missile Barrage (4 DMG) ranged (60ft)	Missile Barrage (2d8) ranged (60ft)	Large / 30ft
Starship Captain	A seasoned leader commanding a powerful fleet.	14	5 HP	12 HP	Charisma	Dexterity	Pulse Pistol (2 DMG) ranged (30ft)	Pulse Pistol (1d6) ranged (30ft)	Medium / 30ft
Telepathic Alien	A strange lifeform communicating through mental force.	12	3 HP	9 HP	Intelligence	Strength	Psychic Blast (2 DMG) ranged (30ft)	Psychic Blast (1d6) ranged (30ft)	Medium / 30ft
Space Raider Warlord	A powerful leader commanding fleets of space pirates.	16	7 HP	18 HP	Strength	Wisdom	Energy Axe (4 DMG) melee	Energy Axe (2d8) melee	Large / 30ft
Black Market Arms Dealer	A criminal mastermind selling illegal weapons.	13	4 HP	10 HP	Charisma	Strength	Plasma Carbine (2 DMG) ranged (40ft)	Plasma Carbine (1d6) ranged (40ft)	Medium / 30ft
Rogue AI	A sentient digital consciousness that escaped containment.	15	5 HP	12 HP	Intelligence	Strength	Electric Shock (3 DMG) ranged (50ft)	Electric Shock (1d8) ranged (50ft)	Medium / 30ft
Galactic Overlord	A supreme tyrant ruling an empire with an iron fist.	18	8 HP	20 HP	Charisma	Dexterity	Energy Spear (4 DMG) melee	Energy Spear (2d8) melee	Medium / 30ft

Asteroid Beast	A cosmic predator lurking in deep space.	17	8 HP	18 HP	Constitution	Intelligence	Gravitic Crush (4 DMG) melee	Gravitic Crush (2d8) melee	Large / 30ft
Celestial Watcher	An ancient being observing the universe's secrets.	16	7 HP	18 HP	Intelligence	Constitution	Cosmic Ray (3 DMG) ranged (50ft)	Cosmic Ray (2d6) ranged (50ft)	Medium / 30ft
Quantum Phantom	A ghostly presence existing between dimensions.	15	5 HP	12 HP	Dexterity	Strength	Phase Strike (3 DMG) melee	Phase Strike (1d8) melee	Medium / 30ft
Voidborn Horror	A monstrous entity from the deepest reaches of space.	19	10 HP	25 HP	Strength	Intelligence	Eldritch Tendrils (4 DMG) melee	Eldritch Tendrils (2d8) melee	Large / 30ft
Shipboard Tech	A frantic engineer defending the engine room with improvised tools.	11	2 HP	7 HP	Intelligence	Charisma	Fusion Torch (1 DMG) melee	Fusion Torch (1d6) melee	Medium / 30ft
Hover-Bike Scout	A reconnaissance pilot specialized in high-speed hit-and-run tactics.	15	3 HP	9 HP	Dexterity	Strength	Mounted Laser (2 DMG) ranged (40ft)	Mounted Laser (1d8) ranged (40ft)	Large / 80ft Fly
Orbital Drop Pod	An automated armored shell that crushes foes upon landing.	16	5 HP	12 HP	Constitution	Dexterity	Impact Shock (3 DMG) melee	Impact Shock (1d10) melee	Large / 0ft
Imperial Praetorian	An elite bodyguard in ceremonial power armor, sworn to the Overlord.	17	7 HP	18 HP	Strength, Constitution	Intelligence	Gravity Maul (4 DMG) melee	Gravity Maul (2d8) melee	Medium / 30ft

Steampunk Setting

Name	Description	AC	STD HP	ADV HP	Proficiencies	Deficiencies	STD DMG	ADV DMG	Size/Speed
Sky Pirate	A daring airship raider attacking merchant vessels.	12	2 HP	8 HP	Dexterity	Wisdom	Flintlock Pistol (1 DMG) ranged (30ft)	Flintlock Pistol (1d6) ranged (30ft)	Medium / 30ft
Brass Automaton	A clockwork construct designed for menial labor.	13	3 HP	9 HP	Constitution	Dexterity	Steam-Powered Punch (2 DMG) melee	Steam-Powered Punch (1d6) melee	Medium / 30ft
Steam Rifleman	A trained soldier wielding steam-powered weaponry.	14	4 HP	10 HP	Dexterity	Constitution	Steam Rifle (2 DMG) ranged (40ft)	Steam Rifle (1d6) ranged (40ft)	Medium / 30ft
Airship Captain	A seasoned commander of a grand floating vessel.	15	5 HP	12 HP	Charisma	Dexterity	Saber (2 DMG) melee	Saber (1d6) melee	Medium / 30ft

Clockwork Assassin	A silent mechanical killer designed for precision.	14	5 HP	12 HP	Dexterity	Constitution	Hidden Blade (3 DMG) melee	Hidden Blade (1d8) melee	Medium / 30ft
Steam Knight	A heavily armored warrior clad in mechanical plating.	16	6 HP	15 HP	Strength	Dexterity	Steam Lance (3 DMG) melee	Steam Lance (1d8) melee	Medium / 30ft
Alchemical Rogue	A thief using dangerous experimental potions.	13	4 HP	10 HP	Dexterity	Constitution	Alchemist's Fire (2 DMG) ranged (20ft)	Alchemist's Fire (1d6) ranged (20ft)	Medium / 30ft
Automaton Butler	A polite but deadly clockwork servant.	12	3 HP	8 HP	Constitution	Intelligence	Razor Tray (2 DMG) melee	Razor Tray (1d6) melee	Medium / 30ft
Zeppelin Gunner	A crew member of an airship's defense squad.	14	5 HP	12 HP	Dexterity	Strength	Gatling Gun (3 DMG) ranged (50ft)	Gatling Gun (1d8) ranged (50ft)	Medium / 30ft
Arcane Engineer	A scientist blending magic and machinery.	13	4 HP	10 HP	Intelligence	Strength	Lightning Rod (2 DMG) ranged (30ft)	Lightning Rod (1d6) ranged (30ft)	Medium / 30ft
Coal-Powered Brute	A steam-driven mechanical enforcer.	15	6 HP	14 HP	Strength	Intelligence	Iron Fists (3 DMG) melee	Iron Fists (1d8) melee	Large / 30ft
Skyway Thief	A nimble acrobat stealing from high society.	12	3 HP	9 HP	Dexterity	Constitution	Dagger (1 DMG) melee	Dagger (1d4) melee	Medium / 30ft

Smog Monster	A living cloud of toxic fumes from industrial runoff.	14	5 HP	12 HP	Constitution	Dexterity	Choking Fog (3 DMG) ranged (20ft)	Choking Fog (1d8) ranged (20ft)	Medium / 30ft
Noble Duelist	A high-class swordsman defending their reputation.	14	4 HP	10 HP	Dexterity	Strength	Rapier (2 DMG) melee	Rapier (1d6) melee	Medium / 30ft
Steam Golem	A massive construct fueled by a roaring furnace.	16	7 HP	18 HP	Constitution	Dexterity	Steam Hammer (4 DMG) melee	Steam Hammer (2d8) melee	Large / 30ft
Aetheric Phantom	A ghostly presence haunting old factories.	13	4 HP	10 HP	Intelligence	Strength	Wraith Touch (2 DMG) melee	Wraith Touch (1d6) melee	Medium / 30ft
Rogue Alchemist	A scientist gone mad, brewing volatile chemicals.	12	3 HP	9 HP	Intelligence	Dexterity	Acid Flask (2 DMG) ranged (20ft)	Acid Flask (1d6) ranged (20ft)	Medium / 30ft
Smog-Crazed Cultist	A zealot worshipping industrial progress.	13	4 HP	10 HP	Charisma	Strength	Infernal Incantation (3 DMG) ranged (40ft)	Infernal Incantation (1d8) ranged (40ft)	Medium / 30ft
Airship Swashbuckler	A daring rogue leaping between ships in mid-air.	14	5 HP	12 HP	Dexterity	Constitution	Cutlass (3 DMG) melee	Cutlass (1d8) melee	Medium / 30ft
Steam Gatling Soldier	A mechanized warrior equipped with rapid-fire arms.	15	6 HP	15 HP	Strength	Wisdom	Gatling Barrage (4 DMG) ranged (50ft)	Gatling Barrage (2d8) ranged (50ft)	Large / 30ft

Corrupt Industrialist	A factory tycoon using machines for control.	14	5 HP	12 HP	Charisma	Dexterity	Cane Pistol (2 DMG) ranged (30ft)	Cane Pistol (1d6) ranged (30ft)	Medium / 30ft
Copper Automaton	A self-repairing clockwork machine.	15	6 HP	15 HP	Constitution	Intelligence	Reinforced Fist (3 DMG) melee	Reinforced Fist (1d8) melee	Medium / 30ft
Aethermage	A sorcerer manipulating the raw energy of the airways.	16	7 HP	18 HP	Intelligence	Constitution	Arcane Shockwave (3 DMG) ranged (40ft)	Arcane Shockwave (2d6) ranged (40ft)	Medium / 30ft
The Iron Tyrant	A mechanized warlord ruling an industrial empire.	18	8 HP	20 HP	Strength	Dexterity	Iron Gauntlet (4 DMG) melee	Iron Gauntlet (2d8) melee	Large / 30ft
Clockwork Hound	A mechanical predator used to track fugitives through foggy alleys.	14	3 HP	10 HP	Dexterity	Charisma	Piston Bite (2 DMG) melee	Piston Bite (1d6) melee	Medium / 40ft
Steam-Viper Drone	A small, flying mechanical serpent designed for aerial surveillance.	13	2 HP	7 HP	Dexterity	Strength	Tail Stinger (1 DMG) melee	Tail Stinger (1d4) melee	Small / 10ft Land / 40ft Fly
Sewer Saboteur	A grimy specialist who uses steam-valves and pipes to ambush targets.	12	4 HP	11 HP	Intelligence, Dexterity	Charisma	Pipe Wrench (2 DMG) melee	Pipe Wrench (1d8) melee	Medium / 30ft

Modern Espionage Setting

Name	Description	AC	STD HP	ADV HP	Proficiencies	Deficiencies	STD DMG	ADV DMG	Size/Speed
Street Enforcer	A hired thug working for an underground criminal network.	12	2 HP	8 HP	Strength	Intelligence	Brass Knuckles (1 DMG) melee	Brass Knuckles (1d6) melee	Medium / 30ft
Corrupt Detective	A law officer on the payroll of criminal organizations.	13	3 HP	9 HP	Charisma	Wisdom	Revolver (2 DMG) ranged (30ft)	Revolver (1d6) ranged (30ft)	Medium / 30ft
Syndicate Hitman	A professional assassin eliminating high-value targets.	14	4 HP	10 HP	Dexterity	Constitution	Silenced Pistol (2 DMG) ranged (40ft)	Silenced Pistol (1d6) ranged (40ft)	Medium / 30ft

Mercenary	A highly trained gun-for-hire with military experience.	15	5 HP	12 HP	Strength	Wisdom	Assault Rifle (3 DMG) ranged (50ft)	Assault Rifle (1d8) ranged (50ft)	Medium / 30ft
Intelligence Officer	A government agent skilled in deception and tactics.	14	4 HP	10 HP	Charisma	Strength	Concealed Blade (2 DMG) melee	Concealed Blade (1d6) melee	Medium / 30ft
Foreign Spy	A deep-cover operative working for a rival nation.	13	3 HP	9 HP	Dexterity	Constitution	Silenced SMG (2 DMG) ranged (30ft)	Silenced SMG (1d6) ranged (30ft)	Medium / 30ft
Tech Saboteur	A hacker specialized in cyber warfare.	12	2 HP	7 HP	Intelligence	Strength	Electromagnetic Pulse (1 DMG) ranged (20ft)	Electromagnetic Pulse (1d4) ranged (20ft)	Medium / 30ft
Corporate Fixer	A ruthless problem-solver for powerful executives.	14	4 HP	10 HP	Charisma	Dexterity	Taser (2 DMG) melee	Taser (1d6) melee	Medium / 30ft
Covert Operative	A black ops specialist conducting deniable missions.	15	5 HP	12 HP	Dexterity	Constitution	Combat Knife (2 DMG) melee	Combat Knife (1d6) melee	Medium / 30ft
Cybersecurity Expert	A master hacker with control over digital infrastructure.	12	2 HP	7 HP	Intelligence	Strength	Data Breach (2 DMG) ranged (30ft)	Data Breach (1d6) ranged (30ft)	Medium / 30ft
Undercover Agent	A government mole infiltrating a criminal syndicate.	13	3 HP	9 HP	Charisma	Constitution	Holdout Pistol (1 DMG) ranged (20ft)	Holdout Pistol (1d4) ranged (20ft)	Medium / 30ft
Private Investigator	A freelance detective tracking high-profile cases.	12	3 HP	9 HP	Intelligence	Strength	Revolver (2 DMG) ranged (30ft)	Revolver (1d6) ranged (30ft)	Medium / 30ft

Black Market Dealer	A well-connected criminal selling illicit goods.	12	3 HP	8 HP	Charisma	Dexterity	Switchblade (1 DMG) melee	Switchblade (1d4) melee	Medium / 30ft
Armored SWAT Officer	A tactical law enforcer deployed in high-risk situations.	16	6 HP	15 HP	Constitution	Dexterity	Shotgun (3 DMG) ranged (20ft)	Shotgun (1d8) ranged (20ft)	Medium / 30ft
International Arms Dealer	A kingpin trafficking advanced weaponry.	14	5 HP	12 HP	Charisma	Wisdom	Submachine Gun (3 DMG) ranged (40ft)	Submachine Gun (1d8) ranged (40ft)	Medium / 30ft
Special Forces Soldier	A hardened warrior trained for global conflicts.	15	6 HP	14 HP	Strength	Wisdom	Sniper Rifle (3 DMG) ranged (60ft)	Sniper Rifle (1d8) ranged (60ft)	Medium / 30ft
Underground Brawler	A street fighter known for their brutal combat style.	13	4 HP	10 HP	Strength	Dexterity	Brass Knuckles (2 DMG) melee	Brass Knuckles (1d6) melee	Medium / 30ft
Master Thief	A world-class burglar specializing in high-stakes heists.	14	4 HP	10 HP	Dexterity	Constitution	Lockpick Stab (2 DMG) melee	Lockpick Stab (1d6) melee	Medium / 30ft
Diplomatic Attaché	A foreign official engaged in clandestine operations.	12	3 HP	8 HP	Charisma	Strength	Poisoned Needle (1 DMG) melee	Poisoned Needle (1d4) melee	Medium / 30ft
Rogue AI	A sophisticated AI that escaped its creators.	15	5 HP	12 HP	Intelligence	Strength	Hacked Systems (3 DMG) ranged (50ft)	Hacked Systems (1d8) ranged (50ft)	Medium / 30ft

Terrorist Cell Leader	A radical mastermind orchestrating attacks.	16	7 HP	18 HP	Charisma	Constitution	Bomb Detonator (4 DMG) ranged (60ft)	Bomb Detonator (2d8) ranged (60ft)	Medium / 30ft
Crime Syndicate Boss	A powerful leader running a global criminal empire.	17	8 HP	18 HP	Charisma	Dexterity	Dual Pistols (4 DMG) ranged (30ft)	Dual Pistols (2d8) ranged (30ft)	Medium / 30ft
Experimental Super Soldier	A genetically enhanced warrior built for covert wars.	18	9 HP	20 HP	Strength	Intelligence	Energy Blade (4 DMG) melee	Energy Blade (2d8) melee	Large / 30ft
The Ghost	A legendary assassin who erases all traces of their existence.	19	10 HP	25 HP	Dexterity	Constitution	Silenced Rifle (4 DMG) ranged (60ft)	Silenced Rifle (2d8) ranged (60ft)	Medium / 30ft
Surveillance Drone	A small, quiet quadcopter providing real-time Intel to enemy teams.	13	1 HP	5 HP	Dexterity	Strength	Flashbang (1 DMG) ranged (20ft)	Flashbang (1d4) ranged (20ft)	Small / 50ft Fly
Field Medic	A support specialist trained to keep assets alive under fire.	12	3 HP	9 HP	Wisdom	Strength	Sidearm (1 DMG) ranged (30ft)	Sidearm (1d6) ranged (30ft)	Medium / 30ft
Juggernaut Guard	A high-tier sentry clad in thick EOD armor and ballistic plating.	17	8 HP	22 HP	Constitution	Dexterity	LMG (4 DMG) ranged (40ft)	LMG (2d8) ranged (40ft)	Medium / 20ft

Superheroes Setting

Name	Description	AC	STD HP	ADV HP	Proficiencies	Deficiencies	STD DMG	ADV DMG	Size/Speed
Street Thug	A common criminal causing trouble in the city.	12	2 HP	8 HP	Strength	Intelligence	Brass Knuckles (1 DMG) melee	Brass Knuckles (1d6) melee	Medium / 30ft
Masked Vigilante	A rogue crimefighter operating outside the law.	14	4 HP	10 HP	Dexterity	Constitution	Batons (2 DMG) melee	Batons (1d6) melee	Medium / 30ft
Corrupt Cop	A law officer secretly working for criminal organizations.	13	3 HP	9 HP	Charisma	Wisdom	Service Pistol (2 DMG) ranged (30ft)	Service Pistol (1d6) ranged (30ft)	Medium / 30ft
Super-Powered Thug	A low-level criminal with minor enhancements.	14	4 HP	10 HP	Strength	Dexterity	Energy Punch (3 DMG) melee	Energy Punch (1d8) melee	Medium / 30ft

Cybernetic Enforcer	A heavily augmented soldier with cybernetic enhancements.	15	5 HP	12 HP	Constitution	Dexterity	Plasma Baton (3 DMG) melee	Plasma Baton (1d8) melee	Medium / 30ft
Flying Henchman	A minion equipped with jet-powered flight gear.	13	4 HP	10 HP	Dexterity	Strength	Plasma Blaster (2 DMG) ranged (40ft)	Plasma Blaster (1d6) ranged (40ft)	Medium / 30ft Land / 60ft Fly
Shadow Assassin	A highly trained killer who moves unseen.	15	5 HP	12 HP	Dexterity	Constitution	Silenced Blade (3 DMG) melee	Silenced Blade (1d8) melee	Medium / 30ft
Super Genius	A criminal mastermind with a high-tech arsenal.	14	4 HP	10 HP	Intelligence	Strength	Energy Blast (3 DMG) ranged (50ft)	Energy Blast (2d6) ranged (50ft)	Medium / 30ft
Mutant Bruiser	A hulking, mutated brawler with immense strength.	16	6 HP	15 HP	Strength	Dexterity	Thunderous Slam (4 DMG) melee	Thunderous Slam (2d8) melee	Large / 30ft
Armored Tactical Machine	A high-tech exosuit built for destruction.	17	8 HP	18 HP	Constitution	Dexterity	Gatling Barrage (4 DMG) ranged (50ft)	Gatling Barrage (2d8) ranged (50ft)	Large / 30ft Land/60 ft Fly
Elemental Sorcerer	A metahuman who can manipulate the forces of nature.	15	5 HP	12 HP	Intelligence	Constitution	Fireball (3 DMG) ranged (40ft)	Fireball (2d6) ranged (40ft)	Medium / 30ft
Speedster Villain	A hyper-fast criminal nearly impossible to hit.	18	6 HP	15 HP	Dexterity	Constitution	Rapid Strikes (3 DMG) melee	Rapid Strikes (2d6) melee	Medium / 80ft

Energy Manipulator	A villain who absorbs and redirects energy attacks.	14	5 HP	12 HP	Intelligence	Strength	Energy Beam (3 DMG) ranged (50ft)	Energy Beam (2d6) ranged (50ft)	Medium / 30ft
Mind Controller	A telepath who bends others to their will.	14	4 HP	10 HP	Charisma	Constitution	Psychic Shockwave (3 DMG) ranged (40ft)	Psychic Shockwave (2d6) ranged (40ft)	Medium / 30ft
Mutant Swarm	A collective of smaller creatures acting as one.	12	5 HP	12 HP	Dexterity	Constitution	Swarm Bite (2 DMG) melee	Swarm Bite (1d6) melee	Medium / 30ft Land/60ft Fly
Giant Rampaging Beast	A monstrous mutant wrecking everything in sight.	19	10 HP	25 HP	Strength	Intelligence	Crushing Blow (4 DMG) melee	Crushing Blow (2d8) melee	Huge / 40ft
Mastermind Strategist	A brilliant criminal leader planning world domination.	16	6 HP	14 HP	Intelligence	Dexterity	Tactical Strike (3 DMG) ranged (40ft)	Tactical Strike (2d6) ranged (40ft)	Medium / 30ft
Alien Invader	A powerful extraterrestrial warrior seeking conquest.	18	8 HP	20 HP	Strength	Constitution	Cosmic Blaster (4 DMG) ranged (50ft)	Cosmic Blaster (2d8) ranged (50ft)	Large / 40ft
Reality Warper	A being who alters physics at will.	19	12 HP	30 HP	Intelligence	Constitution	Reality Tear (4 DMG) ranged (50ft)	Reality Tear (2d8) ranged (50ft)	Medium / 30ft
Cybernetic Crime Lord	A ruthless villain with an army of robotic minions.	17	7 HP	18 HP	Charisma	Dexterity	Plasma Gauntlet (4 DMG) melee	Plasma Gauntlet (2d8) melee	Medium / 30ft

Supernatural Phantom	A ghostly being that phases through solid objects.	15	5 HP	12 HP	Dexterity	Strength	Phantom Strike (3 DMG) melee	Phantom Strike (1d8) melee	Medium / 30ft
The Unstoppable Titan	An indestructible villain who shrugs off attacks.	19	15 HP	40 HP	Constitution	Intelligence	Meteoric Punch (5 DMG) melee	Meteoric Punch (3d8) melee	Huge / 30ft
World-Conquering Overlord	A villain bent on galactic domination.	19	20 HP	50 HP	Charisma	Dexterity	Ultimate Beam (6 DMG) ranged (60ft)	Ultimate Beam (4d8) ranged (60ft)	Large / 30ft
Shapeshifting Spy	A metahuman capable of mimicking anyone to infiltrate secure bases.	14	4 HP	11 HP	Charisma, Dexterity	Constitution	Mimic Strike (2 DMG) melee	Mimic Strike (1d8) melee	Medium / 30ft
Gravity Controller	A villain who manipulates local fields to pin heroes to the ground.	15	5 HP	13 HP	Intelligence	Strength	Gravitic Crush (3 DMG) ranged (40ft)	Gravitic Crush (2d6) ranged (40ft)	Medium / 30ft (Hover)
Anti-Hero Merc	A deadly combatant with a healing factor and a massive chip on their shoulder.	16	7 HP	20 HP	Constitution, Dexterity	Charisma	Dual Katanas (3 DMG) melee	Dual Katanas (2d8) melee	Medium / 40ft
Cosmic Herald	A precursor to an overlord, imbued with a fraction of divine stellar power.	18	10 HP	30 HP	Wisdom, Constitution	Dexterity	Stellar Flare (5 DMG) ranged (60ft)	Stellar Flare (3d10) ranged (60ft)	Medium / 100ft Fly

Pirates/Swashbuckler Setting

Name	Description	AC	STD HP	ADV HP	Proficiencies	Deficiencies	STD DMG	ADV DMG	Size/Speed
Deckhand Thug	A lowly pirate, often used for grunt work.	12	2 HP	8 HP	Strength	Intelligence	Rusty Cutlass (1 DMG) melee	Rusty Cutlass (1d6) melee	Medium / 30ft
Swashbuckler	A skilled swordsman known for fancy footwork.	14	4 HP	10 HP	Dexterity	Constitution	Rapier (2 DMG) melee	Rapier (1d6) melee	Medium / 30ft
Cannon Crewman	A pirate who loads and fires ship cannons.	13	3 HP	9 HP	Constitution	Dexterity	Boarding Pike (2 DMG) melee	Boarding Pike (1d6) melee	Medium / 30ft
Drunken Buccaneer	A rowdy pirate, constantly inebriated.	12	3 HP	9 HP	Constitution	Dexterity	Broken Bottle (1 DMG) melee	Broken Bottle (1d4) melee	Medium / 30ft

First Mate	The second-in-command of a pirate crew.	15	5 HP	12 HP	Charisma	Strength	Cutlass (2 DMG) melee	Cutlass (1d6) melee	Medium / 30ft
Corsair Sniper	A pirate skilled in long-range combat.	14	4 HP	10 HP	Dexterity	Constitution	Flintlock Musket (3 DMG) ranged (40ft)	Flintlock Musket (1d8) ranged (40ft)	Medium / 30ft
Powder Monkey	A young crewmember handling explosive powder.	12	2 HP	7 HP	Dexterity	Constitution	Small Grenade (3 DMG) ranged (20ft)	Small Grenade (1d8) ranged (20ft)	Medium / 30ft
Sea Witch	A mysterious sorceress wielding oceanic magic.	15	5 HP	12 HP	Intelligence	Strength	Water Bolt (3 DMG) ranged (30ft)	Water Bolt (2d6) ranged (30ft)	Medium / 30ft
Shark Tamer	A pirate who commands dangerous sea creatures.	14	4 HP	10 HP	Charisma	Wisdom	Harpoon (2 DMG) ranged (30ft)	Harpoon (1d6) ranged (30ft)	Medium / 30ft Land / 40ft Swim
Captain of the Damned	An undead pirate captain cursed to sail forever.	16	7 HP	18 HP	Constitution	Dexterity	Ghostly Cutlass (4 DMG) melee	Ghostly Cutlass (2d8) melee	Medium / 30ft
Undead Crewman	A fallen sailor, reanimated by dark magic.	13	3 HP	9 HP	Constitution	Intelligence	Bone Saber (2 DMG) melee	Bone Saber (1d6) melee	Medium / 30ft
Mermaid Siren	A mystical being luring sailors to their doom.	14	4 HP	10 HP	Charisma	Strength	Hypnotic Song (3 DMG) ranged (20ft)	Hypnotic Song (1d8) ranged (20ft)	Medium / 30ft Land / 40ft Swim

Voodoo Priest	A shaman who dabbles in cursed magic.	15	5 HP	12 HP	Intelligence	Constitution	Hex Bolt (3 DMG) ranged (30ft)	Hex Bolt (2d6) ranged (30ft)	Medium / 30ft
Ghostly Privateer	A spectral sailor lost between life and death.	14	5 HP	12 HP	Dexterity	Strength	Ethereal Cutlass (3 DMG) melee	Ethereal Cutlass (1d8) melee	Medium / 30ft
Giant Sea Serpent	A monstrous beast lurking in the deep.	18	10 HP	25 HP	Strength	Intelligence	Crushing Coil (4 DMG) melee	Crushing Coil (2d8) melee	Huge / 40ft Swim
Treasure Hoarder	A crazed pirate obsessed with gold.	13	4 HP	10 HP	Charisma	Dexterity	Dagger (1 DMG) melee	Dagger (1d4) melee	Medium / 30ft
Kraken Spawn	A massive tentacled creature from the abyss.	17	8 HP	18 HP	Constitution	Intelligence	Tentacle Slam (4 DMG) melee	Tentacle Slam (2d8) melee	Large / 30ft Swim
Island Cannibal	A savage warrior hunting lost sailors.	14	5 HP	12 HP	Strength	Intelligence	Bone Club (3 DMG) melee	Bone Club (1d8) melee	Medium / 30ft
Naval Officer	A decorated enemy of piracy, hunting down scoundrels.	15	6 HP	14 HP	Charisma	Dexterity	Officer's Saber (3 DMG) melee	Officer's Saber (1d8) melee	Medium / 30ft
Stormcaller Mage	A weather-controlling sorcerer at sea.	16	7 HP	18 HP	Intelligence	Constitution	Lightning Strike (4 DMG) ranged (40ft)	Lightning Strike (2d8) ranged (40ft)	Medium / 30ft
Ironclad Dreadnought	A walking fortress of a pirate with thick armor.	18	9 HP	20 HP	Constitution	Dexterity	Heavy Anchor (4 DMG) melee	Heavy Anchor (2d8) melee	Large / 30ft

Cursed Gold Guardian	A spirit bound to protect lost treasure.	16	6 HP	14 HP	Strength	Charisma	Spectral Blade (3 DMG) melee	Spectral Blade (1d8) melee	Medium / 30ft
Oceanic Warlock	A dark sorcerer channeling the might of the sea.	17	8 HP	20 HP	Intelligence	Strength	Tidal Wave (4 DMG) ranged (50ft)	Tidal Wave (2d8) ranged (50ft)	Medium / 30ft
The Pirate King	The ultimate ruler of the seas, feared by all.	19	12 HP	30 HP	Charisma	Dexterity	King's Cutlass (5 DMG) melee	King's Cutlass (3d8) melee	Medium / 30ft
Ship's Sawbones	A crude medical officer more skilled at amputation than healing.	12	3 HP	9 HP	Intelligence	Dexterity	Bone Saw (2 DMG) melee	Bone Saw (1d6) melee	Medium / 30ft
Rigging Monkey	A nimble pirate who fights while swinging from the ship's ropes.	14	3 HP	8 HP	Dexterity	Strength	Throwing Knives (1 DMG) ranged (20ft)	Throwing Knives (1d6) ranged (20ft)	Medium / 30ft Land / 30ft Climb
Boarding Axeman	A heavy shock trooper designed to break through doors and enemy lines.	14	5 HP	12 HP	Strength	Wisdom	Boarding Axe (3 DMG) melee	Boarding Axe (1d8) melee	Medium / 30ft
Parrot Messenger	A trained tropical bird used for scouting and distracting foes.	13	1 HP	4 HP	Dexterity	Constitution	Peck (1 DMG) melee	Peck (1d4) melee	Small / 10ft Land / 50ft Fly
Davy Jones' Collector	A barnacle-encrusted monstrosity sent to claim unpaid souls.	17	8 HP	22 HP	Constitution	Charisma	Hooked Chain (3 DMG) ranged (20ft)	Hooked Chain (1d10) ranged (20ft)	Medium / 30ft

Mystical Japan Setting

Name	Description	AC	STD HP	ADV HP	Proficiencies	Deficiencies	STD DMG	ADV DMG	Size/Speed
Ronin Warrior	A masterless samurai wandering in search of purpose.	14	4 HP	10 HP	Strength	Charisma	Katana (2 DMG) melee	Katana (1d6) melee	Medium / 30ft
Ninja Assassin	A stealthy killer skilled in deception.	15	5 HP	12 HP	Dexterity	Constitution	Kunai (3 DMG) ranged (30ft)	Kunai (1d8) ranged (30ft)	Medium / 40ft
Bandit Leader	A ruthless warlord leading a group of outlaws.	14	5 HP	12 HP	Charisma	Wisdom	Nodachi (3 DMG) melee	Nodachi (1d8) melee	Medium / 30ft
Ashigaru Spearman	A disciplined foot soldier serving a daimyo.	13	3 HP	9 HP	Strength	Dexterity	Yari (2 DMG) melee	Yari (1d6) melee	Medium / 30ft

Shugenja Mystic	A spellcaster who channels the elements.	14	4 HP	10 HP	Intelligence	Strength	Fireball (3 DMG) ranged (40ft)	Fireball (2d6) ranged (40ft)	Medium / 30ft
Shadow Clan Agent	A covert operative from a mysterious ninja order.	15	5 HP	12 HP	Dexterity	Wisdom	Shuriken Barrage (3 DMG) ranged (30ft)	Shuriken Barrage (1d8) ranged (30ft)	Medium / 40ft
Samurai Lord	A noble warrior ruling over a province.	16	6 HP	15 HP	Charisma	Dexterity	Masterwork Katana (3 DMG) melee	Masterwork Katana (1d8) melee	Medium / 30ft
Oni Brute	A monstrous demon wreaking havoc upon the land.	17	8 HP	18 HP	Strength	Intelligence	Clawed Strike (4 DMG) melee	Clawed Strike (2d8) melee	Large / 30ft
Spirit of the Ancestors	A ghostly warrior bound by duty.	15	5 HP	12 HP	Constitution	Strength	Spectral Blade (3 DMG) melee	Spectral Blade (1d8) melee	Medium / 30ft
Daimyo's Bodyguard	A sworn protector of their lord.	16	6 HP	14 HP	Constitution	Dexterity	Naginata (3 DMG) melee	Naginata (1d8) melee	Medium / 30ft
Kappa River Spirit	A mischievous water creature luring travelers to their doom.	14	4 HP	10 HP	Dexterity	Strength	Crushing Grip (2 DMG) melee	Crushing Grip (1d6) melee	Medium / 30ft Land / 40ft Swim
Tengu Warrior	A birdlike swordsman with supernatural agility.	15	5 HP	12 HP	Dexterity	Constitution	Wakizashi (2 DMG) melee	Wakizashi (1d6) melee	Medium / 30ft Land / 60ft Fly

Warhorse Samurai	A mounted warrior skilled in battlefield tactics.	16	6 HP	15 HP	Strength	Wisdom	Yumi Bow (3 DMG) ranged (50ft)	Yumi Bow (1d8) ranged (50ft)	Medium / 60ft
Kitsune Trickster	A fox spirit capable of illusions and deception.	14	4 HP	10 HP	Charisma	Strength	Illusory Strike (3 DMG) melee	Illusory Strike (1d8) melee	Medium / 40ft
Haunted Armor	A cursed set of armor possessed by a fallen warrior.	17	8 HP	18 HP	Constitution	Dexterity	Heavy Blade (4 DMG) melee	Heavy Blade (2d8) melee	Large / 30ft
Ronin Duelist	A lone warrior seeking worthy opponents.	15	5 HP	12 HP	Dexterity	Constitution	Iaijutsu Strike (3 DMG) melee	Iaijutsu Strike (1d8) melee	Medium / 30ft
Crane Clan Blademaster	A renowned warrior of unparalleled skill.	16	6 HP	15 HP	Dexterity	Strength	Katana Flurry (4 DMG) melee	Katana Flurry (2d8) melee	Medium / 30ft
Peasant Militia	A group of villagers defending their home.	12	3 HP	9 HP	Strength	Dexterity	Farming Tools (2 DMG) melee	Farming Tools (1d6) melee	Medium / 30ft
Bakemono Horde	A swarm of goblin-like monsters causing chaos.	13	4 HP	10 HP	Dexterity	Intelligence	Claw Scratch (2 DMG) melee	Claw Scratch (1d6) melee	Medium / 30ft
Blood Sorcerer	A dark magician sacrificing others for power.	16	6 HP	14 HP	Intelligence	Constitution	Blood Curse (4 DMG) ranged (50ft)	Blood Curse (2d8) ranged (50ft)	Medium / 30ft
The Mountain Ronin	A lone warrior hiding in the highlands.	14	5 HP	12 HP	Strength	Charisma	Kanabo Strike (3 DMG) melee	Kanabo Strike (1d8) melee	Medium / 30ft

Sea Dragon Yakuza	A crime syndicate boss ruling the docks.	15	5 HP	12 HP	Charisma	Dexterity	Brass Knuckles (2 DMG) melee	Brass Knuckles (1d6) melee	Medium / 30ft
The Demon Shogun	A warlord rumored to be possessed by dark forces.	18	9 HP	20 HP	Strength	Dexterity	Cursed Nodachi (4 DMG) melee	Cursed Nodachi (2d8) melee	Large / 30ft
The Celestial Dragon	A divine being watching over the empire.	19	12 HP	30 HP	Intelligence	Constitution	Divine Breath (5 DMG) ranged (60ft)	Divine Breath (3d8) ranged (60ft)	Huge / 40ft
Sohei Warrior Monk	A fierce religious soldier defending a mountain temple.	14	5 HP	12 HP	Constitution	Intelligence	Naginata Strike (3 DMG) melee	Naginata Strike (1d8) melee	Medium / 30ft
Yumi Archer	A disciplined marksman capable of hitting targets from extreme range.	13	3 HP	9 HP	Dexterity	Strength	Longbow (2 DMG) ranged (60ft)	Longbow (1d8) ranged (60ft)	Medium / 30ft
Yuki-onna	A pale, ghostly spirit that freezes the hearts of travelers in the snow.	15	5 HP	13 HP	Charisma	Fire (Strength)	Frost Breath (3 DMG) ranged (20ft)	Frost Breath (1d10) ranged (20ft)	Medium / 30ft (Hover)
Stone Komainu	A living statue of a lion-dog guarding a sacred gate.	17	8 HP	20 HP	Constitution	Dexterity	Crushing Bite (4 DMG) melee	Crushing Bite (2d8) melee	Large / 20ft
Vengeful Gashadokuro	A giant skeleton formed from the bones of those who died in famine or war.	16	15 HP	45 HP	Strength	Intelligence	Bone Crush (5 DMG) melee	Bone Crush (3d10) melee	Huge / 20ft

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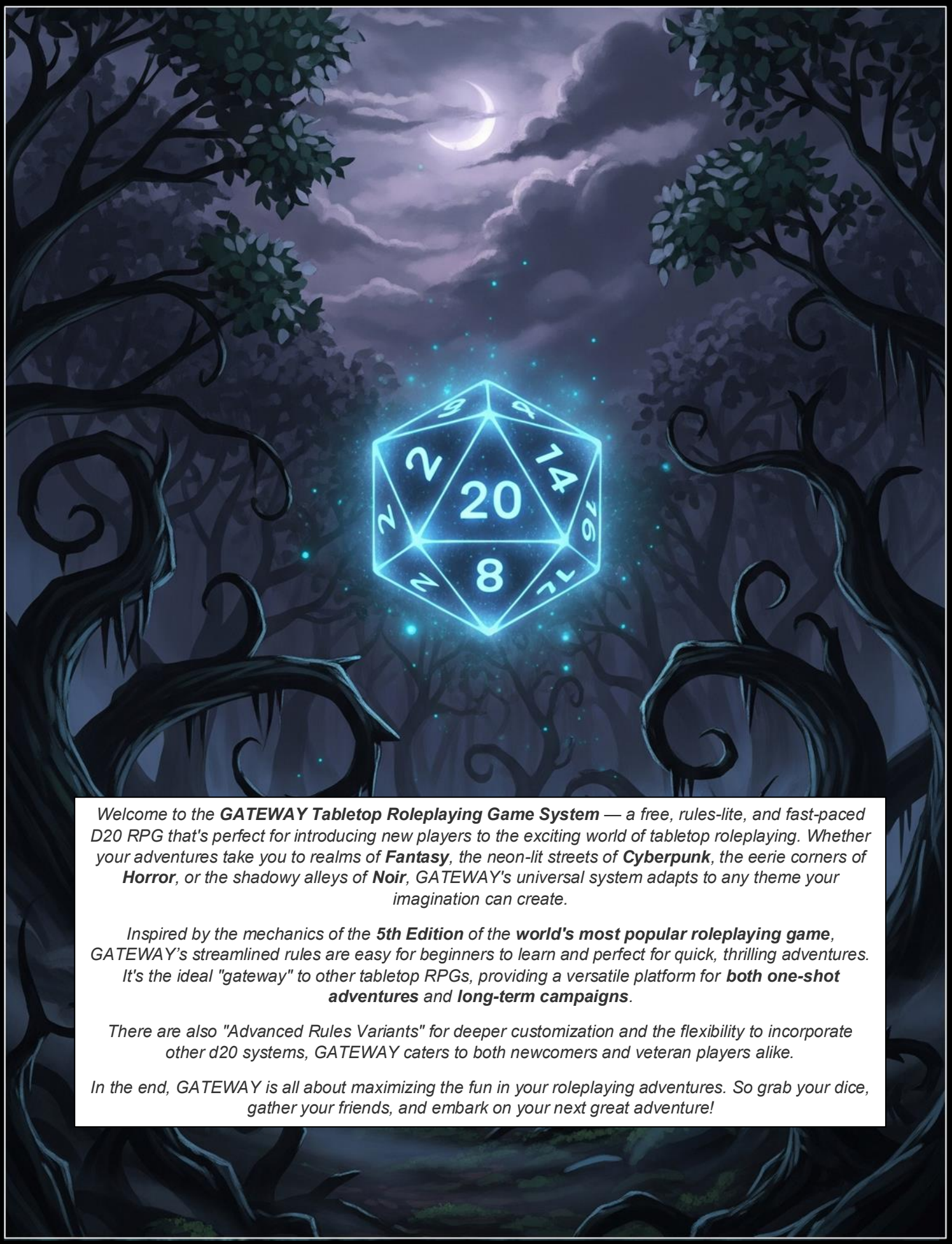

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